

Necropouncer

6



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +3/+1 and has haste.

Equip 2

Cos Koniotis

W & © 1993-2011 Wizards of the Coast LLC 147/175

Necropouncer

6



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +3/+1 and has haste.

Equip 2

Cos Koniotis

W & © 1993-2011 Wizards of the Coast LLC 147/175

Necropouncer

6



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +3/+1 and has haste.

Equip 2

Cos Koniotis

W & © 1993-2011 Wizards of the Coast LLC 147/175

Necropouncer

6



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +3/+1 and has haste.

Equip 2

Cos Koniotis

W & © 1993-2011 Wizards of the Coast LLC 147/175

Necropouncer

6



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +3/+1 and has haste.

Equip 2

Cos Koniotis

W & © 1993-2011 Wizards of the Coast LLC 147/175

Necropouncer

6



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +3/+1 and has haste.

Equip 2

Cos Koniotis

W & © 1993-2011 Wizards of the Coast LLC 147/175

Necropouncer

6



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +3/+1 and has haste.

Equip 2

Cos Koniotis

W & © 1993-2011 Wizards of the Coast LLC 147/175

Necropouncer

6



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +3/+1 and has haste.

Equip 2

Cos Koniotis

W & © 1993-2011 Wizards of the Coast LLC 147/175

Necropouncer

6



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +3/+1 and has haste.

Equip 2

Cos Koniotis

W & © 1993-2011 Wizards of the Coast LLC 147/175