Captain's Claws {2}



Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, put a 1/1 white Kor Ally creature token onto the battlefield tapped and attacking.

Equip {1}

Forged for victory in a time of despair.

162/184 R
OGW • EN
Anthony Palumbo

™ & © 2016 Wizards of the Coast

Captain's Claws {2}

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, put a 1/1 white Kor Ally creature token onto the battlefield tapped and attacking.

Equip {1}

Forged for victory in a time of despair.

162/184 R
OGW • EN
Anthony Palumbo

™ & © 2016 Wizards of the Coast

Captain's Claws {2}

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, put a 1/1 white Kor Ally creature token onto the battlefield tapped and attacking.

Equip {1}

Forged for victory in a time of despair.

162/184 R
OGW • EN
Anthony Palumbo

™ & © 2016 Wizards of the Coast

Captain's Claws {2}

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, put a 1/1 white Kor Ally creature token onto the battlefield tapped and attacking.

Equip {1}

Forged for victory in a time of despair.

162/184 R
OGW • EN
Anthony Palumbo

™ & © 2016 Wizards of the Coast

Captain's Claws {2}



Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, put a 1/1 white Kor Ally creature token onto the battlefield tapped and attacking.

Equip {1}

Forged for victory in a time of despair.

162/184 R
OGW • EN
Anthony Palumbo

™ & © 2016 Wizards of the Coast