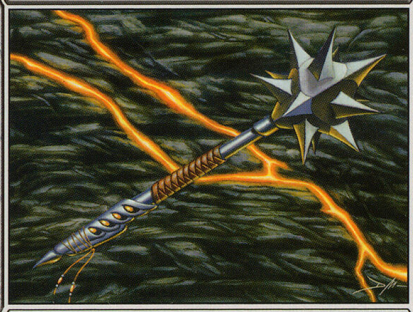
Vulshok Morningstar 2

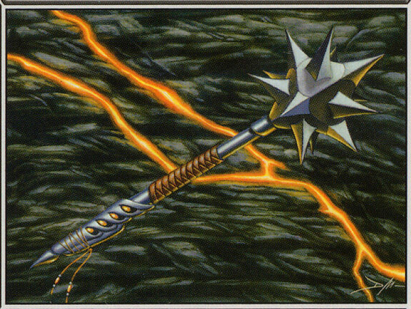


Artifact — Equipment

Equipped creature gets +2/+2.
Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

David Martin
™ & © 1993–2004 Wizards of the Coast, Inc. 157/165

Vulshok Morningstar 2

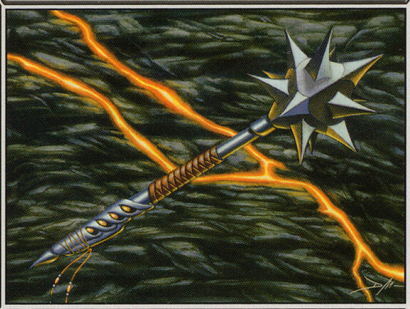


Artifact — Equipment

Equipped creature gets +2/+2.
Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

David Martin
™ & © 1993–2004 Wizards of the Coast, Inc. 157/165

Vulshok Morningstar 2

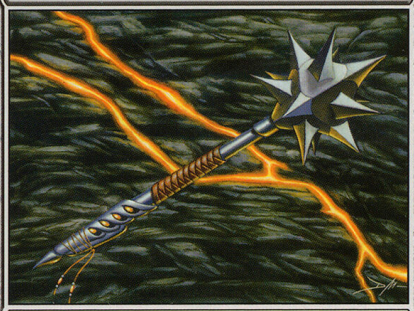


Artifact — Equipment

Equipped creature gets +2/+2.
Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

David Martin
™ & © 1993–2004 Wizards of the Coast, Inc. 157/165

Vulshok Morningstar 2



Artifact — Equipment

Equipped creature gets +2/+2.
Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

David Martin
™ & © 1993–2004 Wizards of the Coast, Inc. 157/165