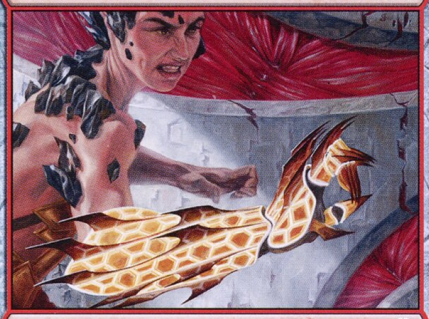
Barbed Batterfist



Artifact — Equipment

For Mirrodin! *(When this Equipment enters the battlefield, create a 2/2 red Rebel creature token, then attach this to it.)*

Equipped creature gets +1/-1.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

"Finally, a safe way to punch the rotters in the face."

121/271 C
ONE • EN
Randy Gallegos

™ & © 2023 Wizards of the Coast

Barbed Batterfist

Artifact — Equipment

For Mirrodin! *(When this Equipment enters the battlefield, create a 2/2 red Rebel creature token, then attach this to it.)*

Equipped creature gets +1/-1.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

"Finally, a safe way to punch the rotters in the face."

121/271 C
ONE • EN
Randy Gallegos

™ & © 2023 Wizards of the Coast

Barbed Batterfist

Artifact — Equipment

For Mirrodin! *(When this Equipment enters the battlefield, create a 2/2 red Rebel creature token, then attach this to it.)*

Equipped creature gets +1/-1.

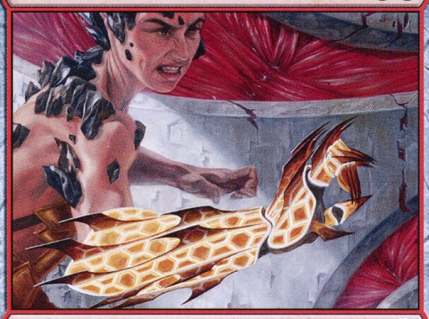
Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

"Finally, a safe way to punch the rotters in the face."

121/271 C
ONE • EN
Randy Gallegos

™ & © 2023 Wizards of the Coast

Barbed Batterfist



Artifact — Equipment

For Mirrodin! *(When this Equipment enters the battlefield, create a 2/2 red Rebel creature token, then attach this to it.)*

Equipped creature gets +1/-1.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

"Finally, a safe way to punch the rotters in the face."

121/271 C
ONE • EN
Randy Gallegos

™ & © 2023 Wizards of the Coast

Barbed Batterfist

Artifact — Equipment

For Mirrodin! *(When this Equipment enters the battlefield, create a 2/2 red Rebel creature token, then attach this to it.)*

Equipped creature gets +1/-1.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

"Finally, a safe way to punch the rotters in the face."

121/271 C
ONE • EN
Randy Gallegos

™ & © 2023 Wizards of the Coast

Barbed Batterfist

Artifact — Equipment

For Mirrodin! *(When this Equipment enters the battlefield, create a 2/2 red Rebel creature token, then attach this to it.)*

Equipped creature gets +1/-1.

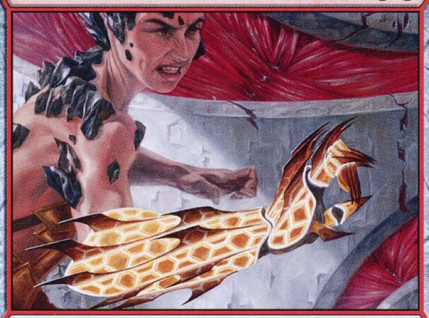
Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

"Finally, a safe way to punch the rotters in the face."

121/271 C
ONE • EN
Randy Gallegos

™ & © 2023 Wizards of the Coast

Barbed Batterfist



Artifact — Equipment

For Mirrodin! *(When this Equipment enters the battlefield, create a 2/2 red Rebel creature token, then attach this to it.)*

Equipped creature gets +1/-1.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

"Finally, a safe way to punch the rotters in the face."

121/271 C
ONE • EN
Randy Gallegos

™ & © 2023 Wizards of the Coast

Barbed Batterfist

Artifact — Equipment

For Mirrodin! *(When this Equipment enters the battlefield, create a 2/2 red Rebel creature token, then attach this to it.)*

Equipped creature gets +1/-1.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

"Finally, a safe way to punch the rotters in the face."

121/271 C
ONE • EN
Randy Gallegos

™ & © 2023 Wizards of the Coast

Barbed Batterfist

Artifact — Equipment

For Mirrodin! *(When this Equipment enters the battlefield, create a 2/2 red Rebel creature token, then attach this to it.)*

Equipped creature gets +1/-1.

Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery.)*

"Finally, a safe way to punch the rotters in the face."

121/271 C
ONE • EN
Randy Gallegos

™ & © 2023 Wizards of the Coast