Doc Ock's Tentacles 1



Artifact — Equipment

Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it.

Equipped creature gets +4/+4.

Equip 5

Once powerful tools of science, Dr. Otto Octavius's mechanical arms became his most formidable weapons.

R 0162
SPM • EN ✒ David Alvarez

© MARVEL
™ & © 2025 Wizards of the Coast

Doc Ock's Tentacles 1
Artifact — Equipment
Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it.
Equipped creature gets +4/+4.
Equip 5
Once powerful tools of science, Dr. Otto Octavius's mechanical arms became his most formidable weapons.
R 0162
SPM • EN ✒ David Alvarez
© MARVEL
™ & © 2025 Wizards of the Coast

Doc Ock's Tentacles 1



Artifact — Equipment

Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it.

Equipped creature gets +4/+4.

Equip 5

Once powerful tools of science, Dr. Otto Octavius's mechanical arms became his most formidable weapons.

R 0162
SPM • EN ✒ David Alvarez

© MARVEL
™ & © 2025 Wizards of the Coast

Doc Ock's Tentacles 1
Artifact — Equipment
Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it.
Equipped creature gets +4/+4.
Equip 5
Once powerful tools of science, Dr. Otto Octavius's mechanical arms became his most formidable weapons.
R 0162
SPM • EN ✒ David Alvarez
© MARVEL
™ & © 2025 Wizards of the Coast

Doc Ock's Tentacles 1



Artifact — Equipment

Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it.

Equipped creature gets +4/+4.

Equip 5

Once powerful tools of science, Dr. Otto Octavius's mechanical arms became his most formidable weapons.

R 0162
SPM • EN ✒ David Alvarez

© MARVEL
™ & © 2025 Wizards of the Coast

Doc Ock's Tentacles 1
Artifact — Equipment
Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it.
Equipped creature gets +4/+4.
Equip 5
Once powerful tools of science, Dr. Otto Octavius's mechanical arms became his most formidable weapons.
R 0162
SPM • EN ✒ David Alvarez
© MARVEL
™ & © 2025 Wizards of the Coast

Doc Ock's Tentacles 1



Artifact — Equipment

Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it.

Equipped creature gets +4/+4.

Equip 5

Once powerful tools of science, Dr. Otto Octavius's mechanical arms became his most formidable weapons.

R 0162
SPM • EN ✒ David Alvarez

© MARVEL
™ & © 2025 Wizards of the Coast

Doc Ock's Tentacles 1
Artifact — Equipment
Whenever a creature you control with mana value 5 or greater enters, you may attach this Equipment to it.
Equipped creature gets +4/+4.
Equip 5
Once powerful tools of science, Dr. Otto Octavius's mechanical arms became his most formidable weapons.
R 0162
SPM • EN ✒ David Alvarez
© MARVEL
™ & © 2025 Wizards of the Coast