



**Card name :** Skullclamp

**Mana Cost :** 1

**Types :** Artifact - Equipment

**Card Text :** Equipped creature gets +1/-1.

When equipped creature is put into a graveyard, draw two cards.

**Equip**

1: 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.

**Expansion :** [Darksteel](#)

**Rarity :** Uncommon