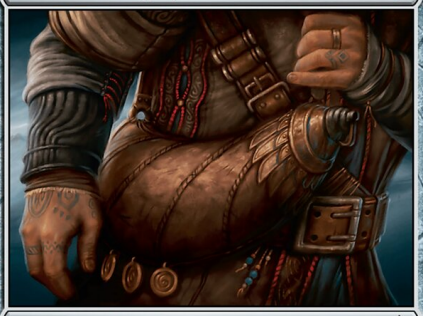
Adventuring Gear {1}



Artifact — Equipment

Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

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

An explorer's essentials in a wild world.

U 0249
FDN • EN Howard Lyon

™ & © 2024 Wizards of the Coast