Eater of Virtue 1



Legendary Artifact — Equipment

Whenever equipped creature dies, exile it.

Equipped creature gets +2/+0.

As long as a card exiled with Eater of Virtue has flying, equipped creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, protection, reach, trample, and vigilance.

Equip 1

496 R
NEO • EN Tuan Duong Chu

™ & © 2022 Wizards of the Coast

Eater of Virtue 1



Legendary Artifact — Equipment

Whenever equipped creature dies, exile it.

Equipped creature gets +2/+0.

As long as a card exiled with Eater of Virtue has flying, equipped creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, protection, reach, trample, and vigilance.

Equip 1

496 R
NEO • EN Tuan Duong Chu

™ & © 2022 Wizards of the Coast

Eater of Virtue 1



Legendary Artifact — Equipment

Whenever equipped creature dies, exile it.

Equipped creature gets +2/+0.

As long as a card exiled with Eater of Virtue has flying, equipped creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, protection, reach, trample, and vigilance.

Equip 1

496 R
NEO • EN Tuan Duong Chu

™ & © 2022 Wizards of the Coast

Eater of Virtue 1



Legendary Artifact — Equipment

Whenever equipped creature dies, exile it.

Equipped creature gets +2/+0.

As long as a card exiled with Eater of Virtue has flying, equipped creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, protection, reach, trample, and vigilance.

Equip 1

496 R
NEO • EN Tuan Duong Chu

™ & © 2022 Wizards of the Coast