Ring of Evos Isle {2}



Artifact — Equipment

{2}: Equipped creature gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

At the beginning of your upkeep, put a +1/+1 counter on equipped creature if it's blue.

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

Erica Yang

™ & © 1993-2012 Wizards of the Coast LLC 211/249