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.)*

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