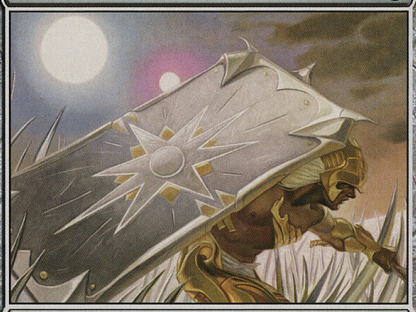
Accorder's Shield



Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance. *(Attacking doesn't cause it to tap.)*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack

™ & © 2013 Wizards of the Coast 204/249

Accorder's Shield

Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance. *(Attacking doesn't cause it to tap.)*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack

™ & © 2013 Wizards of the Coast 204/249

Accorder's Shield

Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance. *(Attacking doesn't cause it to tap.)*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack

™ & © 2013 Wizards of the Coast 204/249

Accorder's Shield

Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance. *(Attacking doesn't cause it to tap.)*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack

™ & © 2013 Wizards of the Coast 204/249

Accorder's Shield

Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance. *(Attacking doesn't cause it to tap.)*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack

™ & © 2013 Wizards of the Coast 204/249

Accorder's Shield

Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance. *(Attacking doesn't cause it to tap.)*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack

™ & © 2013 Wizards of the Coast 204/249

Accorder's Shield

Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance. *(Attacking doesn't cause it to tap.)*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack

™ & © 2013 Wizards of the Coast 204/249

Accorder's Shield

Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance. *(Attacking doesn't cause it to tap.)*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack

™ & © 2013 Wizards of the Coast 204/249

Accorder's Shield

Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance. *(Attacking doesn't cause it to tap.)*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack

™ & © 2013 Wizards of the Coast 204/249