## Sword of Vengeance 3



**Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

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

*When wielded by a true believer, it matters little whether the sword is a relic or a replica.*

R 0395
BLB • EN Dan Murayama Scott

™ & © 2024 Wizards of the Coast


## Sword of Vengeance 3



**Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

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

*When wielded by a true believer, it matters little whether the sword is a relic or a replica.*

R 0395
BLB • EN Dan Murayama Scott

™ & © 2024 Wizards of the Coast

## Sword of Vengeance 3



**Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

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

*When wielded by a true believer, it matters little whether the sword is a relic or a replica.*

R 0395
BLB • EN Dan Murayama Scott

™ & © 2024 Wizards of the Coast

## Sword of Vengeance 3



**Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

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

*When wielded by a true believer, it matters little whether the sword is a relic or a replica.*

R 0395
BLB • EN Dan Murayama Scott

™ & © 2024 Wizards of the Coast

## Sword of Vengeance 3



**Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

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

*When wielded by a true believer, it matters little whether the sword is a relic or a replica.*

R 0395
BLB • EN Dan Murayama Scott

™ & © 2024 Wizards of the Coast

## Sword of Vengeance 3



**Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

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

*When wielded by a true believer, it matters little whether the sword is a relic or a replica.*

R 0395
BLB • EN Dan Murayama Scott

™ & © 2024 Wizards of the Coast

## Sword of Vengeance 3



**Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

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

*When wielded by a true believer, it matters little whether the sword is a relic or a replica.*

R 0395
BLB • EN Dan Murayama Scott

™ & © 2024 Wizards of the Coast

## Sword of Vengeance 3



**Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

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

*When wielded by a true believer, it matters little whether the sword is a relic or a replica.*

R 0395
BLB • EN Dan Murayama Scott

™ & © 2024 Wizards of the Coast

## Sword of Vengeance 3



**Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

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

*When wielded by a true believer, it matters little whether the sword is a relic or a replica.*

R 0395
BLB • EN Dan Murayama Scott

™ & © 2024 Wizards of the Coast

## Sword of Vengeance 3



**Artifact — Equipment**

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

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

*When wielded by a true believer, it matters little whether the sword is a relic or a replica.*

R 0395
BLB • EN Dan Murayama Scott

™ & © 2024 Wizards of the Coast