Sword of Hearth and Home 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from green and from white.

Whenever equipped creature deals combat damage to a player, exile up to one target creature you own, then search your library for a basic land card. Put both cards onto the battlefield under your control, then shuffle.

Equip 2

Illus. Chris Rahn

™ & © 2021 Wizards of the Coast 433

Sword of Hearth and Home 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from green and from white.

Whenever equipped creature deals combat damage to a player, exile up to one target creature you own, then search your library for a basic land card. Put both cards onto the battlefield under your control, then shuffle.

Equip 2

Illus. Chris Rahn

™ & © 2021 Wizards of the Coast 433

Sword of Hearth and Home 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from green and from white.

Whenever equipped creature deals combat damage to a player, exile up to one target creature you own, then search your library for a basic land card. Put both cards onto the battlefield under your control, then shuffle.

Equip 2

Illus. Chris Rahn

™ & © 2021 Wizards of the Coast 433

Sword of Hearth and Home 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from green and from white.

Whenever equipped creature deals combat damage to a player, exile up to one target creature you own, then search your library for a basic land card. Put both cards onto the battlefield under your control, then shuffle.

Equip 2

Illus. Chris Rahn

™ & © 2021 Wizards of the Coast 433

Sword of Hearth and Home 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from green and from white.

Whenever equipped creature deals combat damage to a player, exile up to one target creature you own, then search your library for a basic land card. Put both cards onto the battlefield under your control, then shuffle.

Equip 2

Illus. Chris Rahn

™ & © 2021 Wizards of the Coast 433

Sword of Hearth and Home 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from green and from white.

Whenever equipped creature deals combat damage to a player, exile up to one target creature you own, then search your library for a basic land card. Put both cards onto the battlefield under your control, then shuffle.

Equip 2

Illus. Chris Rahn

™ & © 2021 Wizards of the Coast 433

Sword of Hearth and Home 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from green and from white.

Whenever equipped creature deals combat damage to a player, exile up to one target creature you own, then search your library for a basic land card. Put both cards onto the battlefield under your control, then shuffle.

Equip 2

Illus. Chris Rahn

™ & © 2021 Wizards of the Coast 433

Sword of Hearth and Home 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from green and from white.

Whenever equipped creature deals combat damage to a player, exile up to one target creature you own, then search your library for a basic land card. Put both cards onto the battlefield under your control, then shuffle.

Equip 2

Illus. Chris Rahn

™ & © 2021 Wizards of the Coast 433

Sword of Hearth and Home 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from green and from white.

Whenever equipped creature deals combat damage to a player, exile up to one target creature you own, then search your library for a basic land card. Put both cards onto the battlefield under your control, then shuffle.

Equip 2

Illus. Chris Rahn

™ & © 2021 Wizards of the Coast 433