Andúril, Flame of the West 3
Legendary Artifact — Equipment
Equipped creature gets +3/+1.
Whenever equipped creature attacks, create two tapped 1/1 white Spirit creature tokens with flying. If that creature is legendary, instead create two of those tokens that are tapped and attacking.
Equip 2
M 0039
HOC • EN
Paolo Parente
©MEE
™ & © 2026 Wizards of the Coast

Andúril, Flame of the West 3
Legendary Artifact — Equipment
Equipped creature gets +3/+1.
Whenever equipped creature attacks, create two tapped 1/1 white Spirit creature tokens with flying. If that creature is legendary, instead create two of those tokens that are tapped and attacking.
Equip 2
M 0039
HOC • EN
Paolo Parente
©MEE
™ & © 2026 Wizards of the Coast

Andúril, Flame of the West 3
Legendary Artifact — Equipment
Equipped creature gets +3/+1.
Whenever equipped creature attacks, create two tapped 1/1 white Spirit creature tokens with flying. If that creature is legendary, instead create two of those tokens that are tapped and attacking.
Equip 2
M 0039
HOC • EN
Paolo Parente
©MEE
™ & © 2026 Wizards of the Coast

Andúril, Flame of the West 3
Legendary Artifact — Equipment
Equipped creature gets +3/+1.
Whenever equipped creature attacks, create two tapped 1/1 white Spirit creature tokens with flying. If that creature is legendary, instead create two of those tokens that are tapped and attacking.
Equip 2
M 0039
HOC • EN
Paolo Parente
©MEE
™ & © 2026 Wizards of the Coast