Cathar's Shield



Artifact — Equipment

Equipped creature gets +0/+3 and has vigilance.

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

"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
—Thalia, heretic cathar

192/205 C
EMN • EN
Mark Zug

™ & © 2016 Wizards of the Coast

Cathar's Shield
Artifact — Equipment
Equipped creature gets +0/+3 and has vigilance.
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
—Thalia, heretic cathar
192/205 C
EMN • EN
Mark Zug
™ & © 2016 Wizards of the Coast

Cathar's Shield
Artifact — Equipment
Equipped creature gets +0/+3 and has vigilance.
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
—Thalia, heretic cathar
192/205 C
EMN • EN
Mark Zug
™ & © 2016 Wizards of the Coast

Cathar's Shield
Artifact — Equipment
Equipped creature gets +0/+3 and has vigilance.
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
—Thalia, heretic cathar
192/205 C
EMN • EN
Mark Zug
™ & © 2016 Wizards of the Coast

Cathar's Shield
Artifact — Equipment
Equipped creature gets +0/+3 and has vigilance.
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
—Thalia, heretic cathar
192/205 C
EMN • EN
Mark Zug
™ & © 2016 Wizards of the Coast

Cathar's Shield
Artifact — Equipment
Equipped creature gets +0/+3 and has vigilance.
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
—Thalia, heretic cathar
192/205 C
EMN • EN
Mark Zug
™ & © 2016 Wizards of the Coast

Cathar's Shield
Artifact — Equipment
Equipped creature gets +0/+3 and has vigilance.
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
—Thalia, heretic cathar
192/205 C
EMN • EN
Mark Zug
™ & © 2016 Wizards of the Coast

Cathar's Shield
Artifact — Equipment
Equipped creature gets +0/+3 and has vigilance.
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
—Thalia, heretic cathar
192/205 C
EMN • EN
Mark Zug
™ & © 2016 Wizards of the Coast

Cathar's Shield
Artifact — Equipment
Equipped creature gets +0/+3 and has vigilance.
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
—Thalia, heretic cathar
192/205 C
EMN • EN
Mark Zug
™ & © 2016 Wizards of the Coast

Cathar's Shield
Artifact — Equipment
Equipped creature gets +0/+3 and has vigilance.
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
—Thalia, heretic cathar
192/205 C
EMN • EN
Mark Zug
™ & © 2016 Wizards of the Coast