Bark of Doran

{1}{W}



Artifact — Equipment

Equipped creature gets +0/+1.

As long as equipped creature's toughness is greater than its power, it assigns combat damage equal to its toughness rather than its power.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

A shield that makes the world tremble.

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