Sword of Wealth and Power 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip 2

M 0091
BIG • EN ✒ Dominik Mayer

™ & © 2024 Wizards of the Coast

Sword of Wealth and Power 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip 2

M 0091
BIG • EN ✒ Dominik Mayer

™ & © 2024 Wizards of the Coast

Sword of Wealth and Power 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip 2

M 0091
BIG • EN ✒ Dominik Mayer

™ & © 2024 Wizards of the Coast

Sword of Wealth and Power 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip 2

M 0091
BIG • EN ✒ Dominik Mayer

™ & © 2024 Wizards of the Coast

Sword of Wealth and Power 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip 2

M 0091
BIG • EN ✒ Dominik Mayer

™ & © 2024 Wizards of the Coast

Sword of Wealth and Power 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip 2

M 0091
BIG • EN ✒ Dominik Mayer

™ & © 2024 Wizards of the Coast

Sword of Wealth and Power 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip 2

M 0091
BIG • EN ✒ Dominik Mayer

™ & © 2024 Wizards of the Coast

Sword of Wealth and Power 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip 2

M 0091
BIG • EN ✒ Dominik Mayer

™ & © 2024 Wizards of the Coast

Sword of Wealth and Power 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.

Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Equip 2

M 0091
BIG • EN ✒ Dominik Mayer

™ & © 2024 Wizards of the Coast