Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}



Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov

Thran Power Suit {2}

Artifact — Equipment

Equipped creature gets +1/+1 for each Aura and Equipment attached to it and has ward {2}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

253/287 U
BRO • EN
™ & © 2022 Wizards of the Coast
Raf Kayupov