Cloudsteel Kirin 2



Artifact Creature — Equipment Kirin

Flying

Equipped creature has flying and "You can't lose the game and your opponents can't win the game."

Reconfigure 5 *(5: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

3/2

008/302 R
NEO • EN Jonathan Kuo

™ & © 2022 Wizards of the Coast

Cloudsteel Kirin 2

Artifact Creature — Equipment Kirin

Flying

Equipped creature has flying and "You can't lose the game and your opponents can't win the game."

Reconfigure 5 *(5: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

3/2

008/302 R
NEO • EN Jonathan Kuo

™ & © 2022 Wizards of the Coast

Cloudsteel Kirin 2

Artifact Creature — Equipment Kirin

Flying

Equipped creature has flying and "You can't lose the game and your opponents can't win the game."

Reconfigure 5 *(5: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

3/2

008/302 R
NEO • EN Jonathan Kuo

™ & © 2022 Wizards of the Coast

Cloudsteel Kirin 2

Artifact Creature — Equipment Kirin

Flying

Equipped creature has flying and "You can't lose the game and your opponents can't win the game."

Reconfigure 5 *(5: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

3/2

008/302 R
NEO • EN Jonathan Kuo

™ & © 2022 Wizards of the Coast

Cloudsteel Kirin 2

Artifact Creature — Equipment Kirin

Flying

Equipped creature has flying and "You can't lose the game and your opponents can't win the game."

Reconfigure 5 *(5: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

3/2

008/302 R
NEO • EN Jonathan Kuo

™ & © 2022 Wizards of the Coast

Cloudsteel Kirin 2

Artifact Creature — Equipment Kirin

Flying

Equipped creature has flying and "You can't lose the game and your opponents can't win the game."

Reconfigure 5 *(5: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

3/2

008/302 R
NEO • EN Jonathan Kuo

™ & © 2022 Wizards of the Coast

Cloudsteel Kirin 2

Artifact Creature — Equipment Kirin

Flying

Equipped creature has flying and "You can't lose the game and your opponents can't win the game."

Reconfigure 5 *(5: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

3/2

008/302 R
NEO • EN Jonathan Kuo

™ & © 2022 Wizards of the Coast

Cloudsteel Kirin 2

Artifact Creature — Equipment Kirin

Flying

Equipped creature has flying and "You can't lose the game and your opponents can't win the game."

Reconfigure 5 *(5: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

3/2

008/302 R
NEO • EN Jonathan Kuo

™ & © 2022 Wizards of the Coast

Cloudsteel Kirin 2

Artifact Creature — Equipment Kirin

Flying

Equipped creature has flying and "You can't lose the game and your opponents can't win the game."

Reconfigure 5 *(5: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

3/2

008/302 R
NEO • EN Jonathan Kuo

™ & © 2022 Wizards of the Coast