Shining Armor {1}{W}



Artifact — Equipment

Flash

When Shining Armor enters the battlefield, attach it to target Knight you control.

Equipped creature gets +0/+2 and has vigilance.

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

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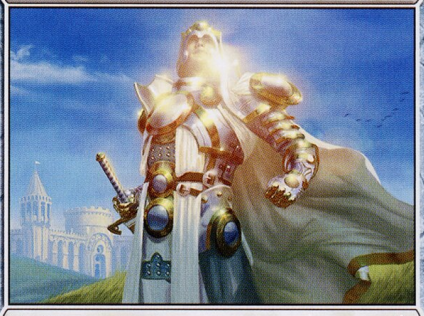
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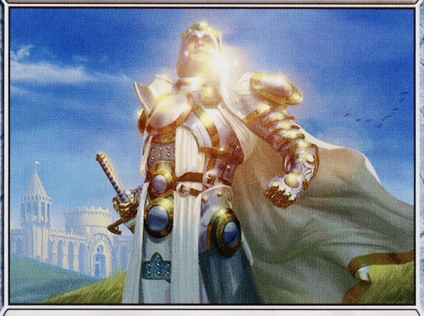
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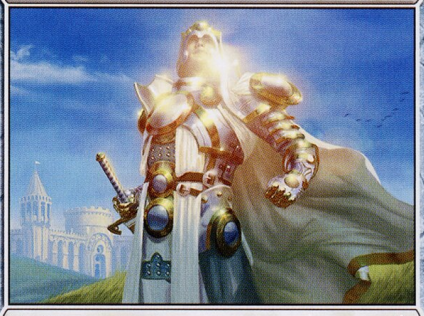
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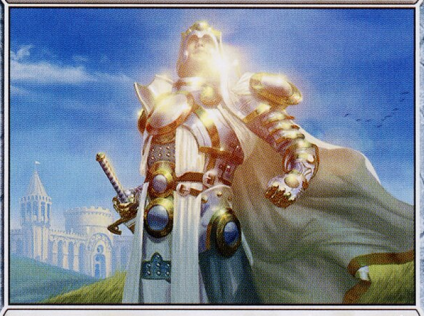
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