Plate Armor

2 ✳



Artifact — Equipment

Equipped creature gets +3/+3 and has ward 1. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 1.)*

Equip 3. This ability costs 1 less to activate for each other Equipment you control. *(3: Attach to target creature you control. Equip only as a sorcery.)*

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