Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}



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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast

Plate Armor {2}{W}

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.)*

U 0100
J25 • EN ✎ Greg Manchess

™ & © 2024 Wizards of the Coast