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.)*

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