Leather Armor {1}



Artifact — Equipment

Equipped creature gets +0/+1 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 {0}. Activate only once each turn.

Lightweight, flexible, and protective.

248/281 C
AFR • EN
Martina Pilcerova

™ & © 2021 Wizards of the Coast

Leather Armor {1}

Artifact — Equipment

Equipped creature gets +0/+1 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 {0}. Activate only once each turn.

Lightweight, flexible, and protective.

248/281 C
AFR • EN
Martina Pilcerova

™ & © 2021 Wizards of the Coast

Leather Armor {1}

Artifact — Equipment

Equipped creature gets +0/+1 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 {0}. Activate only once each turn.

Lightweight, flexible, and protective.

248/281 C
AFR • EN
Martina Pilcerova

™ & © 2021 Wizards of the Coast

Leather Armor {1}



Artifact — Equipment

Equipped creature gets +0/+1 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 {0}. Activate only once each turn.

Lightweight, flexible, and protective.

248/281 C
AFR • EN
Martina Pilcerova

™ & © 2021 Wizards of the Coast

Leather Armor {1}

Artifact — Equipment

Equipped creature gets +0/+1 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 {0}. Activate only once each turn.

Lightweight, flexible, and protective.

248/281 C
AFR • EN
Martina Pilcerova

™ & © 2021 Wizards of the Coast

Leather Armor {1}

Artifact — Equipment

Equipped creature gets +0/+1 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 {0}. Activate only once each turn.

Lightweight, flexible, and protective.

248/281 C
AFR • EN
Martina Pilcerova

™ & © 2021 Wizards of the Coast

Leather Armor {1}



Artifact — Equipment

Equipped creature gets +0/+1 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 {0}. Activate only once each turn.

Lightweight, flexible, and protective.

248/281 C
AFR • EN
Martina Pilcerova

™ & © 2021 Wizards of the Coast

Leather Armor {1}

Artifact — Equipment

Equipped creature gets +0/+1 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 {0}. Activate only once each turn.

Lightweight, flexible, and protective.

248/281 C
AFR • EN
Martina Pilcerova

™ & © 2021 Wizards of the Coast

Leather Armor {1}

Artifact — Equipment

Equipped creature gets +0/+1 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 {0}. Activate only once each turn.

Lightweight, flexible, and protective.

248/281 C
AFR • EN
Martina Pilcerova

™ & © 2021 Wizards of the Coast