Armadillo Cloak {1}{G}{W}



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.
"Don't laugh. It works."

195/249 U
EMA • EN
Wayne Reynolds
™ & © 2016 Wizards of the Coast

Armadillo Cloak {1}{G}{W}



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.
"Don't laugh. It works."

195/249 U
EMA • EN
Wayne Reynolds
™ & © 2016 Wizards of the Coast

Armadillo Cloak {1}{G}{W}



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.
"Don't laugh. It works."

195/249 U
EMA • EN
Wayne Reynolds
™ & © 2016 Wizards of the Coast

Armadillo Cloak {1}{G}{W}



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.
"Don't laugh. It works."

195/249 U
EMA • EN
Wayne Reynolds
™ & © 2016 Wizards of the Coast

Armadillo Cloak {1}{G}{W}



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.
"Don't laugh. It works."

195/249 U
EMA • EN
Wayne Reynolds
™ & © 2016 Wizards of the Coast

Armadillo Cloak {1}{G}{W}



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.
"Don't laugh. It works."

195/249 U
EMA • EN
Wayne Reynolds
™ & © 2016 Wizards of the Coast

Armadillo Cloak {1}{G}{W}



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.
"Don't laugh. It works."

195/249 U
EMA • EN
Wayne Reynolds
™ & © 2016 Wizards of the Coast

Armadillo Cloak {1}{G}{W}



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.
"Don't laugh. It works."

195/249 U
EMA • EN
Wayne Reynolds
™ & © 2016 Wizards of the Coast

Armadillo Cloak {1}{G}{W}



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.
"Don't laugh. It works."

195/249 U
EMA • EN
Wayne Reynolds
™ & © 2016 Wizards of the Coast