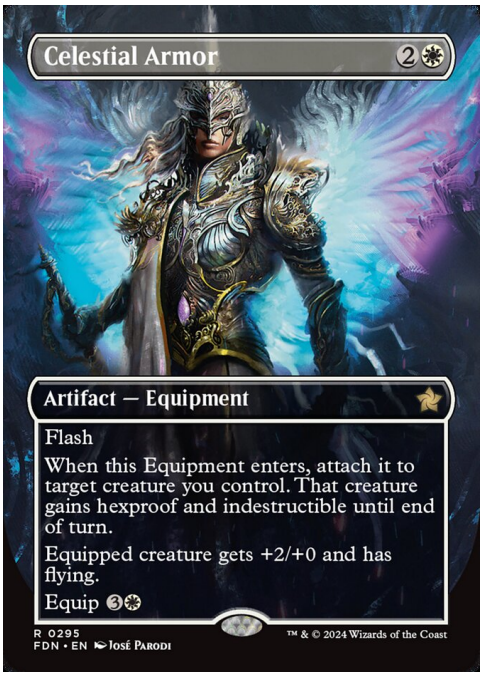

Celestial Armor
2
Artifact — Equipment
Flash
When this Equipment enters, attach it to target creature you control. That creature gains hexproof and indestructible until end of turn.
Equipped creature gets +2/+0 and has flying.
Equip 3
R 0295
FDN • EN José Parodi
™ & © 2024 Wizards of the Coast