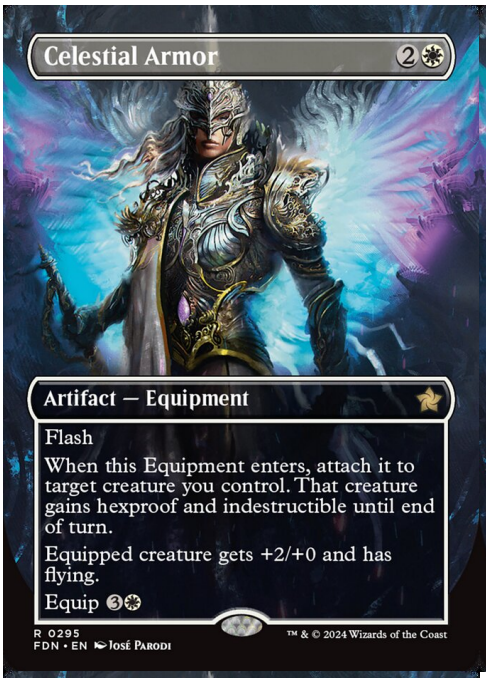
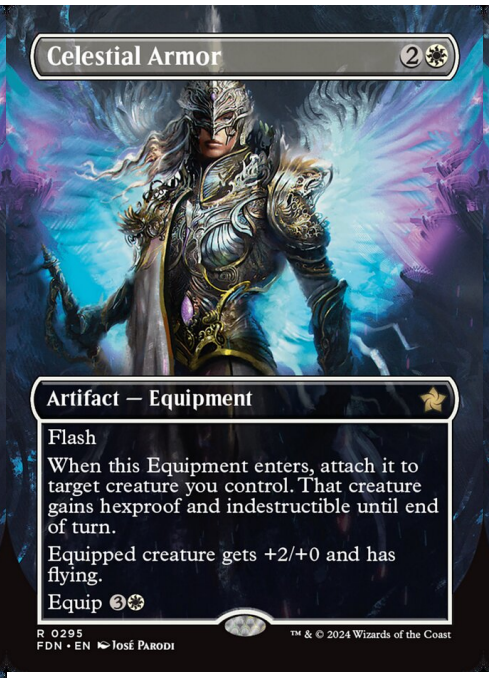
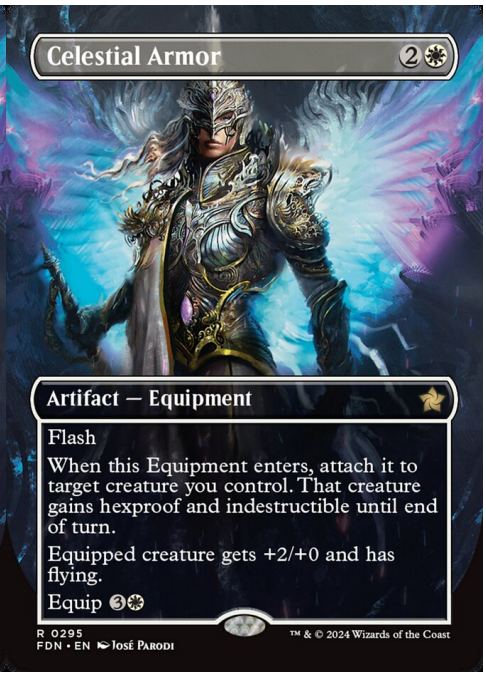
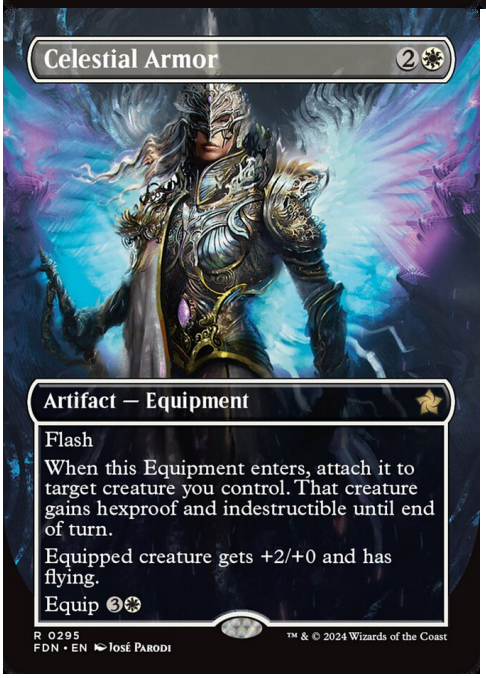

Celestial Armor 2
Artifact — Equipment
Flash
When this Equipment enters, attach it to target creature you control. That creature gains hexproof and indestructible until end of turn.
Equipped creature gets +2/+0 and has flying.
Equip 3
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