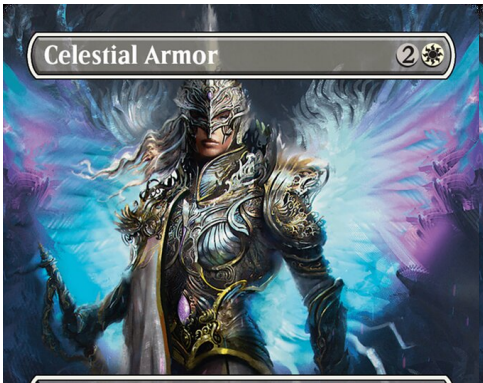
Celestial Armor 2



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

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

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

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

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

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

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

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

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