

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.

Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249

Argentum Armor

6



Artifact — Equipment



Equipped creature gets +6/+6.
Whenever equipped creature attacks,
destroy target permanent.

Equip 6

*Mirrodin's creator still lives, still shapes metal,
and still commands world-shaking power.*

— Matt Cavotta

™ & © 1993–2010 Wizards of the Coast LLC 137/249