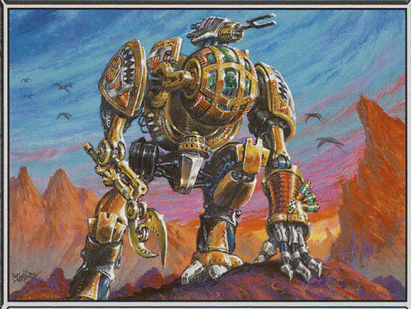
Power Armor 4



Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

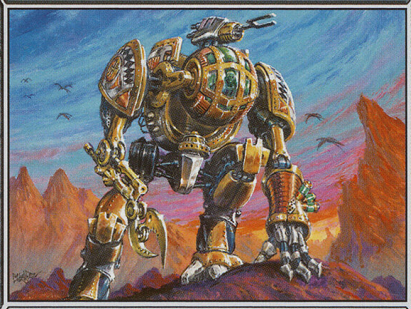
Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4



Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

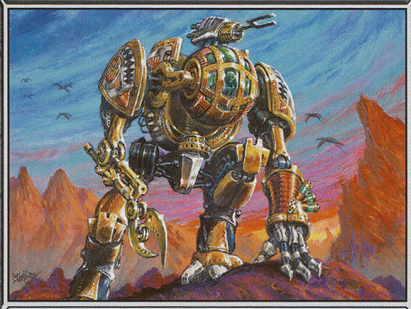
Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4



Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

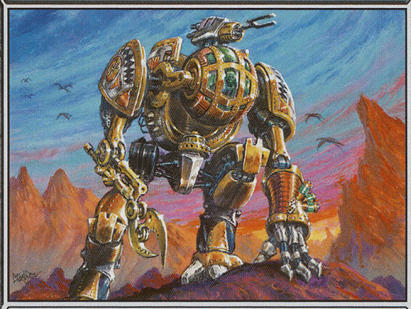
Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4



Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71

Power Armor 4

Artifact

Domain — 3, ↻: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

"Great peril demands formidable weaponry."
—Urza

Doug Chaffee

™ & © 1993–2010 Wizards of the Coast LLC 62/71