Haunted Plate Mail 4



Artifact — Equipment M14

Equipped creature gets +4/+4.

0: Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 *(4: Attach to target creature you control. Equip only as a sorcery.)*

Izzy

™ & © 2013 Wizards of the Coast 212/249

Haunted Plate Mail 4

Artifact — Equipment M14

Equipped creature gets +4/+4.

0: Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 *(4: Attach to target creature you control. Equip only as a sorcery.)*

Izzy

™ & © 2013 Wizards of the Coast 212/249

Haunted Plate Mail 4

Artifact — Equipment M14

Equipped creature gets +4/+4.

0: Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 *(4: Attach to target creature you control. Equip only as a sorcery.)*

Izzy

™ & © 2013 Wizards of the Coast 212/249

Haunted Plate Mail 4

Artifact — Equipment M14

Equipped creature gets +4/+4.

0: Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 *(4: Attach to target creature you control. Equip only as a sorcery.)*

Izzy

™ & © 2013 Wizards of the Coast 212/249

Haunted Plate Mail 4

Artifact — Equipment M14

Equipped creature gets +4/+4.

0: Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 *(4: Attach to target creature you control. Equip only as a sorcery.)*

Izzy

™ & © 2013 Wizards of the Coast 212/249

Haunted Plate Mail 4

Artifact — Equipment M14

Equipped creature gets +4/+4.

0: Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 *(4: Attach to target creature you control. Equip only as a sorcery.)*

Izzy

™ & © 2013 Wizards of the Coast 212/249

Haunted Plate Mail 4

Artifact — Equipment M14

Equipped creature gets +4/+4.

0: Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 *(4: Attach to target creature you control. Equip only as a sorcery.)*

Izzy

™ & © 2013 Wizards of the Coast 212/249

Haunted Plate Mail 4

Artifact — Equipment M14

Equipped creature gets +4/+4.

0: Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 *(4: Attach to target creature you control. Equip only as a sorcery.)*

Izzy

™ & © 2013 Wizards of the Coast 212/249

Haunted Plate Mail 4

Artifact — Equipment M14

Equipped creature gets +4/+4.

0: Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 *(4: Attach to target creature you control. Equip only as a sorcery.)*

Izzy

™ & © 2013 Wizards of the Coast 212/249