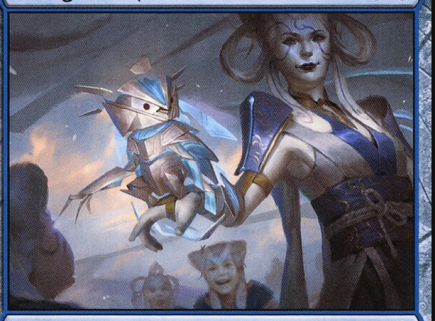
Armguard Familiar



Artifact Creature — Equipment Beast

Ward {2} *(Whenever this permanent becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*

Equipped creature gets +2/+1 and has ward {2}.

Reconfigure {4} *({4}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

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