Armory of Iroas 2



Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2



Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2



Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2



Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165

Armory of Iroas 2

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip 2

From a distance the weapons look pristine, but in fact they are tarnished and dented, each as unique as the champion who carried it to battle.

Yeong-Hao Han

™ & © 2014 Wizards of the Coast 158/165