Slagwurm Armor {1}



Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}



Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}



Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}



Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88

Slagwurm Armor {1}

Artifact — Equipment

Equipped creature gets +0/+6.

Equip {3} (*{3}: Attach to target creature you control. Equip only as a sorcery. This card enters the battlefield unattached and stays on the battlefield if the creature leaves.*)

Justin Sweet

™ & © 1993-2011 Wizards of the Coast LLC 21/88