Celestial Armor

2✳



Artifact — Equipment

Flash *(You may cast this spell any time you could cast an instant.)*

When this Equipment enters, attach it to target creature you control. That creature gains hexproof and indestructible until end of turn.

Equipped creature gets +2/+0 and has flying.

Equip 3✳ *(3✳: Attach to target creature you control. Equip only as a sorcery.)*

R 0005
FDN ★ EN Olena Richards

™ & © 2024 Wizards of the Coast