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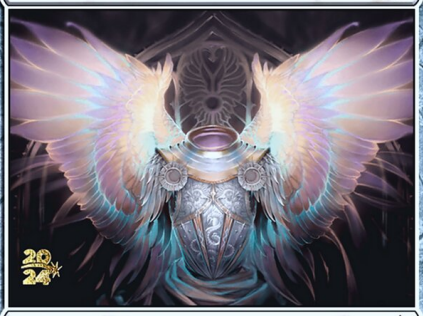
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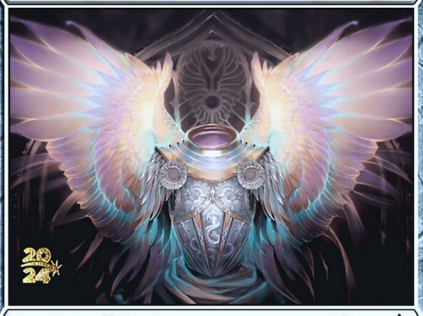
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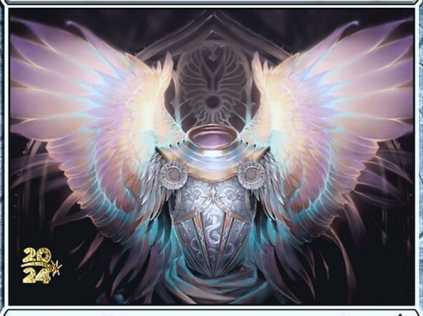
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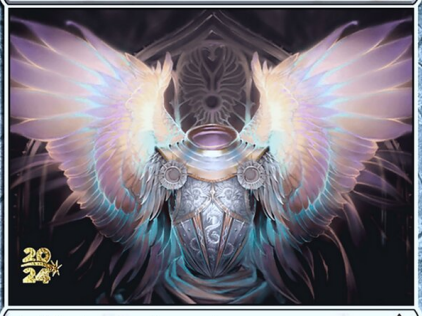
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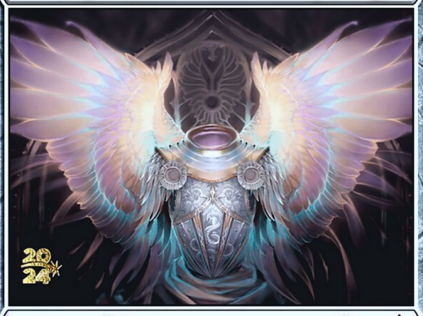
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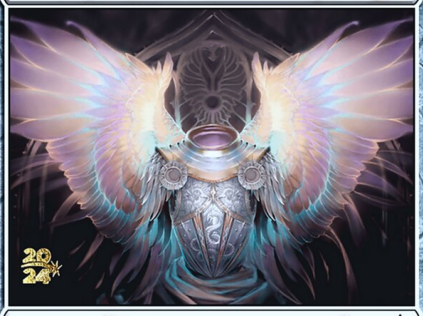
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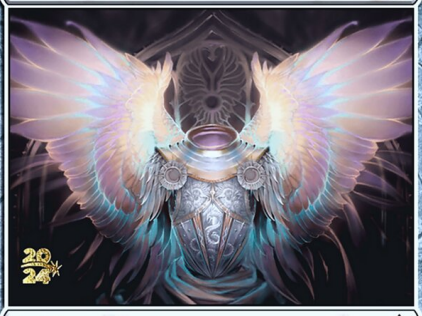
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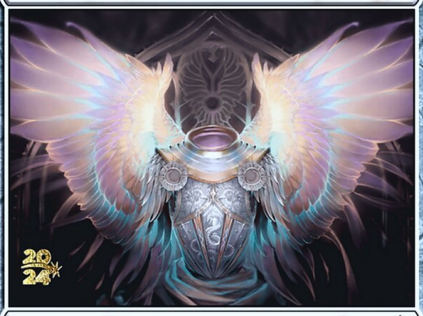
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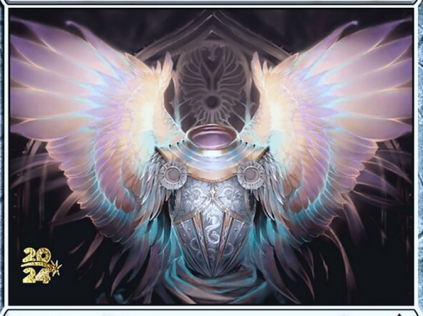
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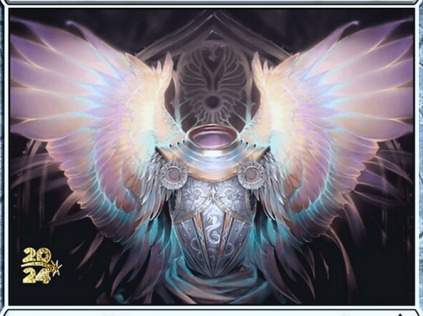
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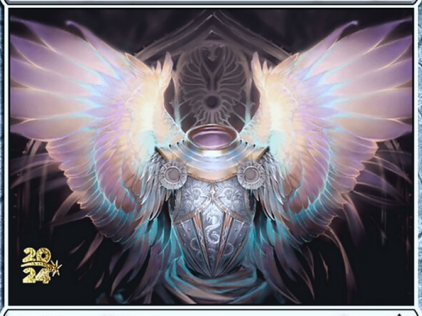
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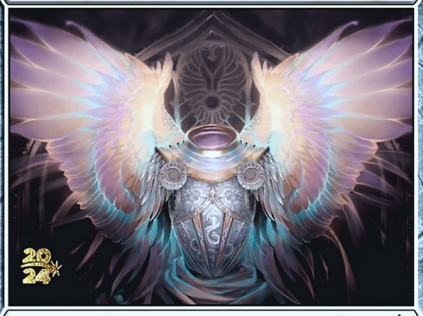
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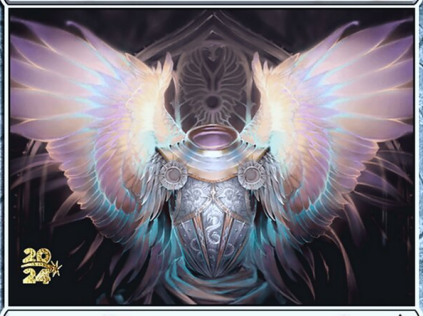
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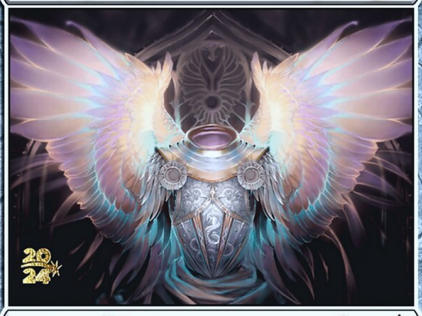
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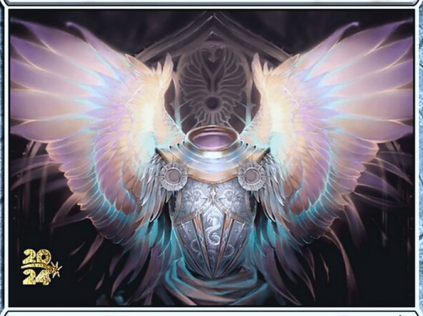
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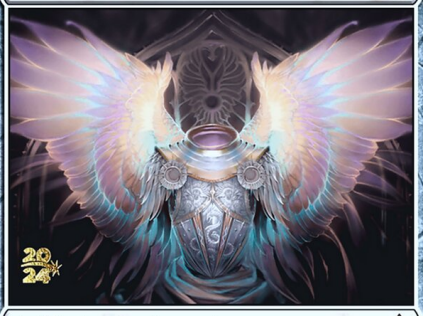
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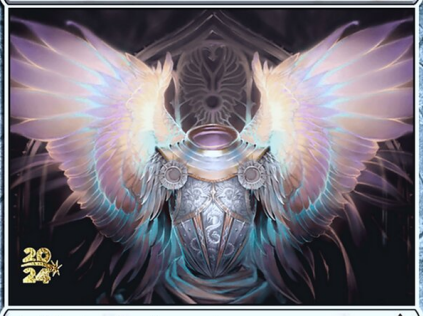
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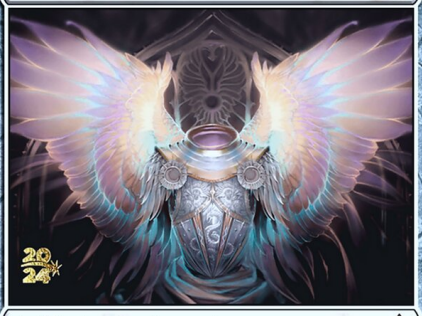
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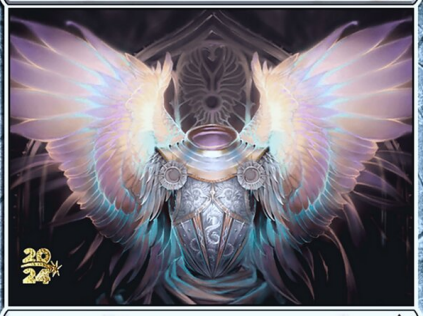
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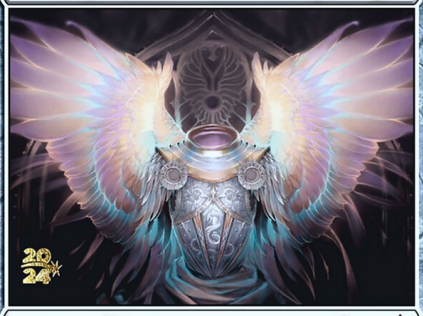
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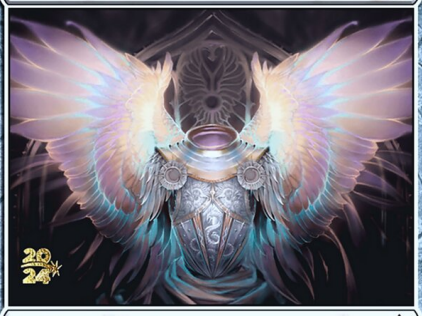
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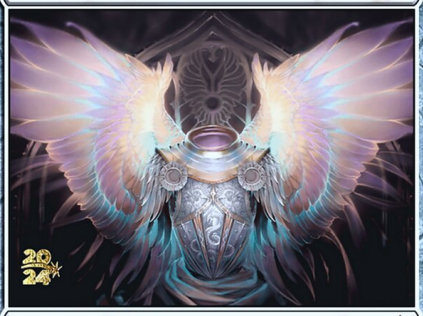
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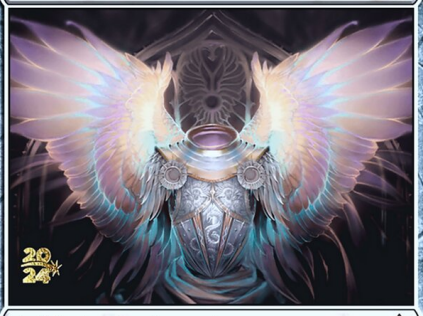
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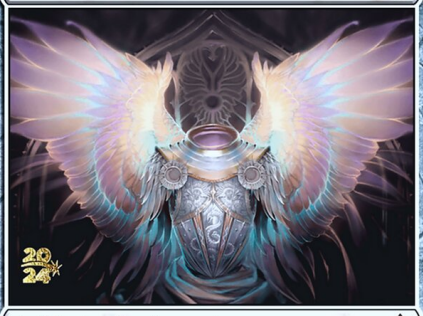
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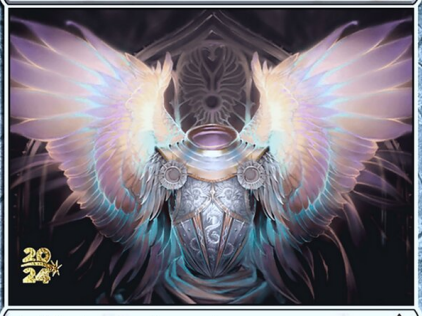
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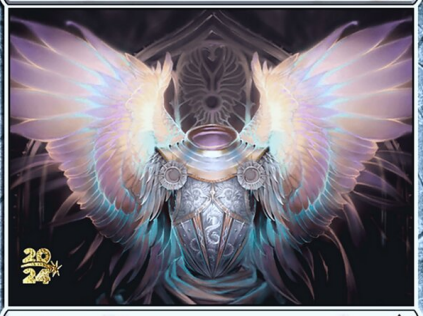
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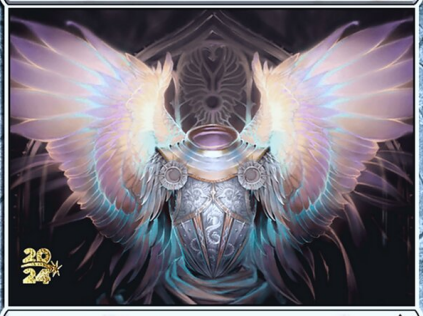
Equipped creature gets +2/+0 and has flying.

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

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Celestial Armor {2}{W}



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.

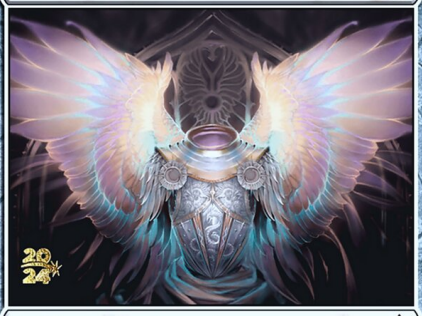
Equipped creature gets +2/+0 and has flying.

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

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Celestial Armor {2}{W}



Artifact — Equipment

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

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