Spidersilk Armor



Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor



Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor



Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor



Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81

Spidersilk Armor

Enchantment

Creatures you control get +0/+1 and have reach. *(They can block creatures with flying.)*

It hardly weighs anything, but it takes all day to remove.

Scott Hampton

™ & © 1993-2011 Wizards of the Coast LLC 32/81