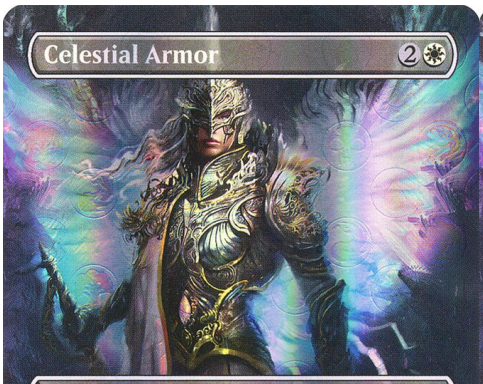
Celestial Armor 2



Artifact — Equipment

Flash

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

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