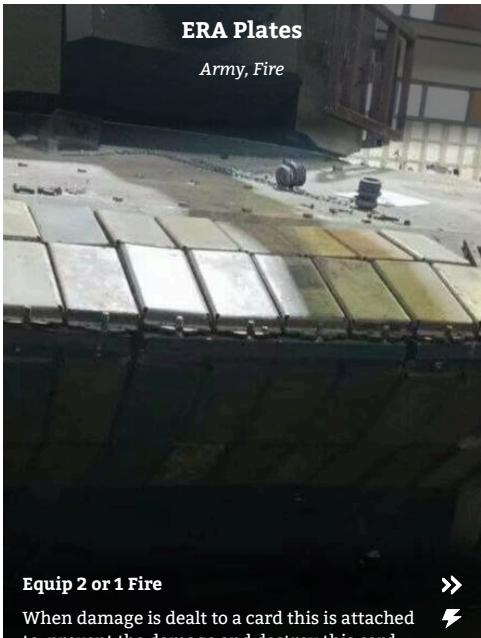


ERA Plates

Army, Fire

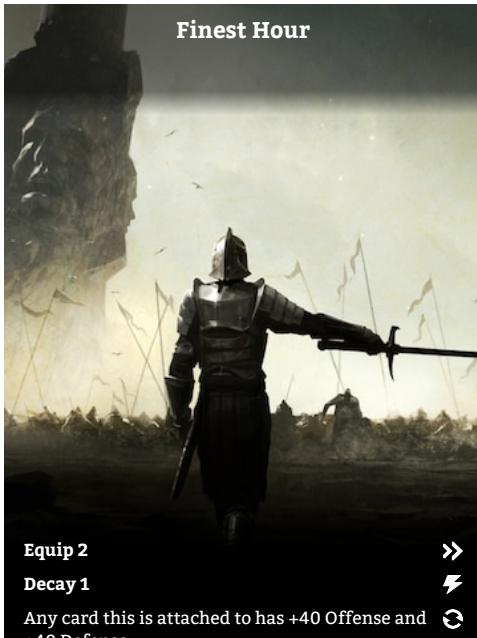


Equip 2 or 1 Fire



When damage is dealt to a card this is attached to, prevent the damage and destroy this card.

Finest Hour



Equip 2



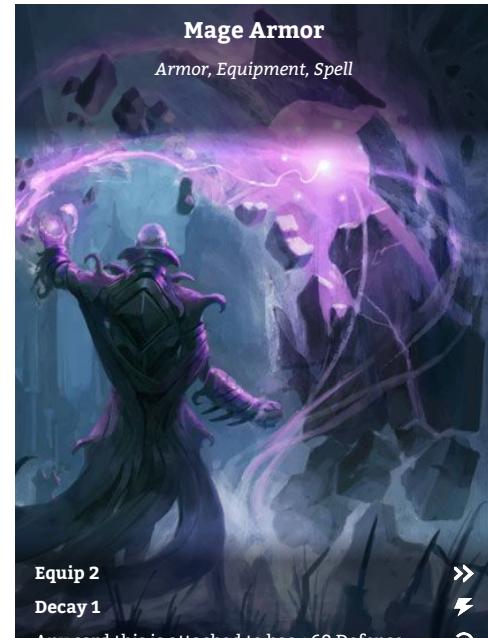
Decay 1



Any card this is attached to has +40 Offense and +40 Defense.

Mage Armor

Armor, Equipment, Spell



Equip 2

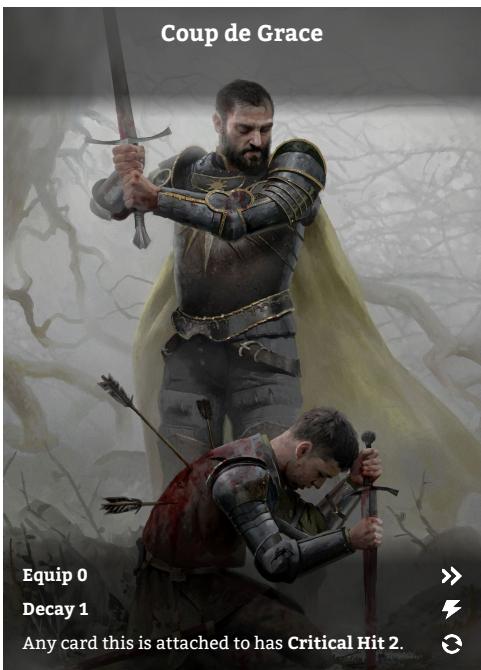


Decay 1



Any card this is attached to has +60 Defense.

Coup de Grace



Equip 0



Decay 1



Any card this is attached to has Critical Hit 2.

