Iron Suitcase 1



Artifact

When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.

Iron Man always has a spare suit on hand.

U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1



Artifact

When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.

Iron Man always has a spare suit on hand.

U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1



Artifact

When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.

Iron Man always has a spare suit on hand.

U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1



Artifact

When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.

Iron Man always has a spare suit on hand.

U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast

Iron Suitcase 1
Artifact
When this artifact enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*
3: This artifact becomes a 3/3 Construct artifact creature with flying until end of turn.
Iron Man always has a spare suit on hand.
U 0750
MSC • EN Kevin Glint
© MARVEL
™ & © 2026 Wizards of the Coast