Psychic Paper 2



Artifact — Equipment

As Psychic Paper becomes attached to a creature, choose a creature card name and a creature type.

Equipped creature has ward 1, it can't be blocked, and its name and creature type are the last chosen name and creature type.

Equip 2

U 0786
WHO★EN Colin Boyer
© BBC
™ & © 2023 Wizards of the Coast

Psychic Paper 2



Artifact — Equipment

As Psychic Paper becomes attached to a creature, choose a creature card name and a creature type.

Equipped creature has ward 1, it can't be blocked, and its name and creature type are the last chosen name and creature type.

Equip 2

U 0786
WHO★EN Colin Boyer
© BBC
™ & © 2023 Wizards of the Coast

Psychic Paper 2



Artifact — Equipment

As Psychic Paper becomes attached to a creature, choose a creature card name and a creature type.

Equipped creature has ward 1, it can't be blocked, and its name and creature type are the last chosen name and creature type.

Equip 2

U 0786
WHO★EN Colin Boyer
© BBC
™ & © 2023 Wizards of the Coast

Psychic Paper 2



Artifact — Equipment

As Psychic Paper becomes attached to a creature, choose a creature card name and a creature type.

Equipped creature has ward 1, it can't be blocked, and its name and creature type are the last chosen name and creature type.

Equip 2

U 0786
WHO★EN Colin Boyer
© BBC
™ & © 2023 Wizards of the Coast