Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}



Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast

Infiltration Lens {1}

Artifact — Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

Neurok spies carry devices that let them look a few moments into the future, giving them an almost insurmountable edge.

777 U
J22 • EN Izzy

™ & © 2022 Wizards of the Coast