Sword of Forge and Frontier 3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from green.

Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn.

Equip 2

359 M
ONE ★ EN Phil Stone

™ & © 2023 Wizards of the Coast

Sword of Forge and Frontier 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from green.

Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn.

Equip 2

359 M
ONE ★ EN Phil Stone

™ & © 2023 Wizards of the Coast

Sword of Forge and Frontier 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from green.

Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn.

Equip 2

359 M
ONE ★ EN Phil Stone

™ & © 2023 Wizards of the Coast

Sword of Forge and Frontier 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from green.

Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn.

Equip 2

359 M
ONE ★ EN Phil Stone

™ & © 2023 Wizards of the Coast

Sword of Forge and Frontier 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from green.

Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn.

Equip 2

359 M
ONE ★ EN Phil Stone

™ & © 2023 Wizards of the Coast

Sword of Forge and Frontier 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from green.

Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn.

Equip 2

359 M
ONE ★ EN Phil Stone

™ & © 2023 Wizards of the Coast

Sword of Forge and Frontier 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from green.

Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn.

Equip 2

359 M
ONE ★ EN Phil Stone

™ & © 2023 Wizards of the Coast

Sword of Forge and Frontier 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from green.

Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn.

Equip 2

359 M
ONE ★ EN Phil Stone

™ & © 2023 Wizards of the Coast

Sword of Forge and Frontier 3

Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from green.

Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn.

Equip 2

359 M
ONE ★ EN Phil Stone

™ & © 2023 Wizards of the Coast