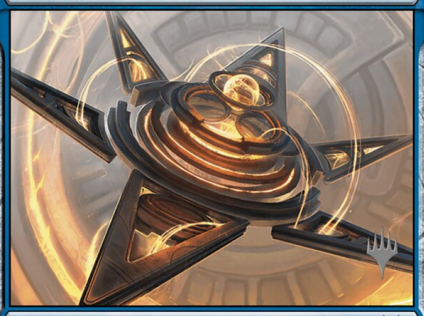
The Key to the Vault 1



Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

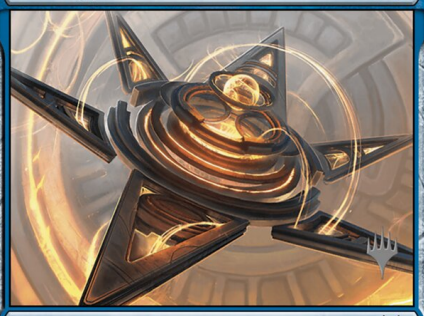
Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1



Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

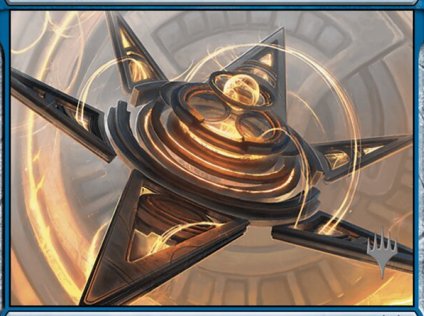
Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1



Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

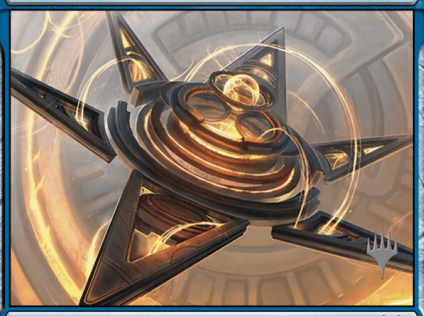
Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1



Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast

The Key to the Vault 1

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.

Equip 2

R 0054
OTJ • EN Leon Tukker

™ & © 2024 Wizards of the Coast