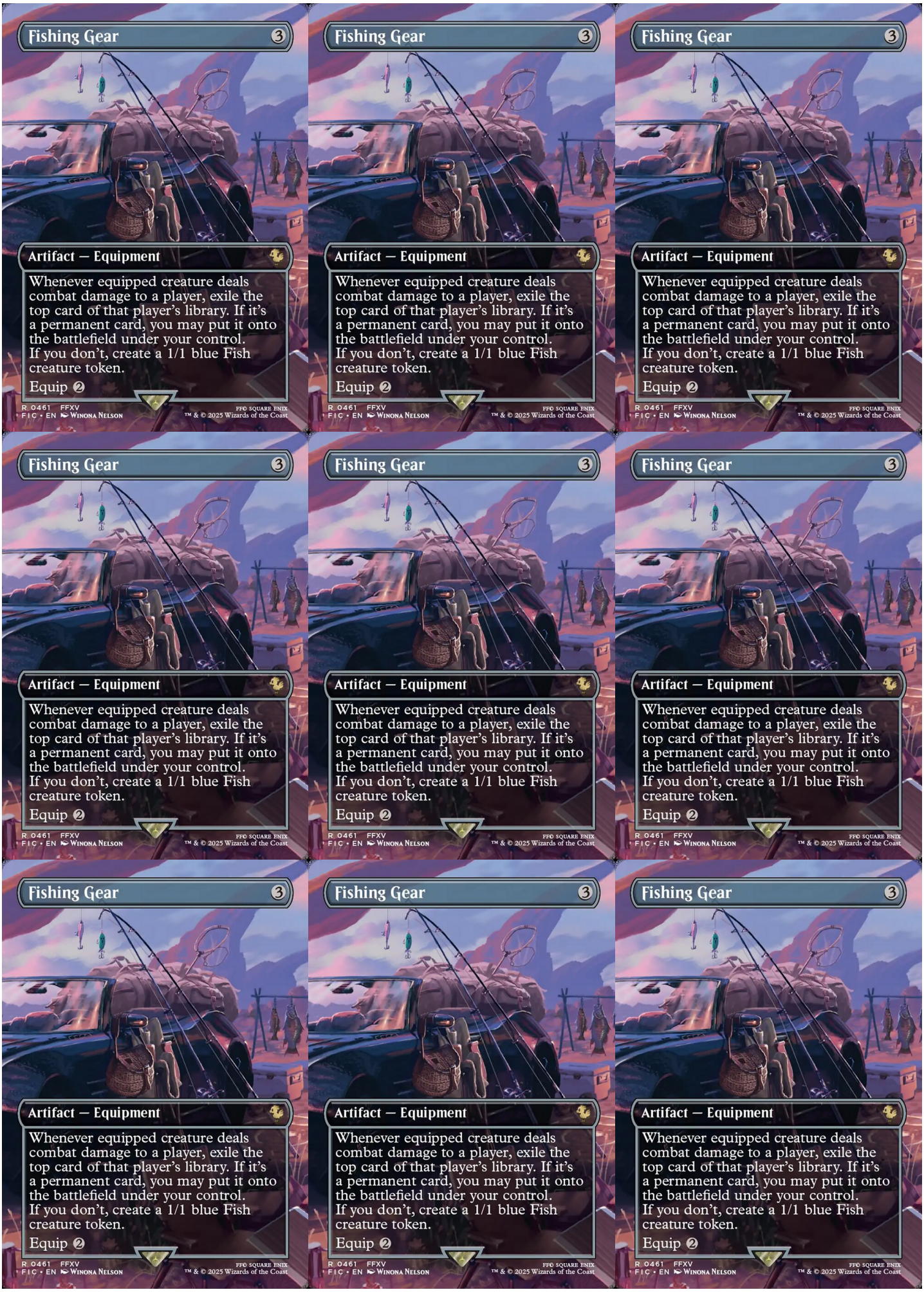
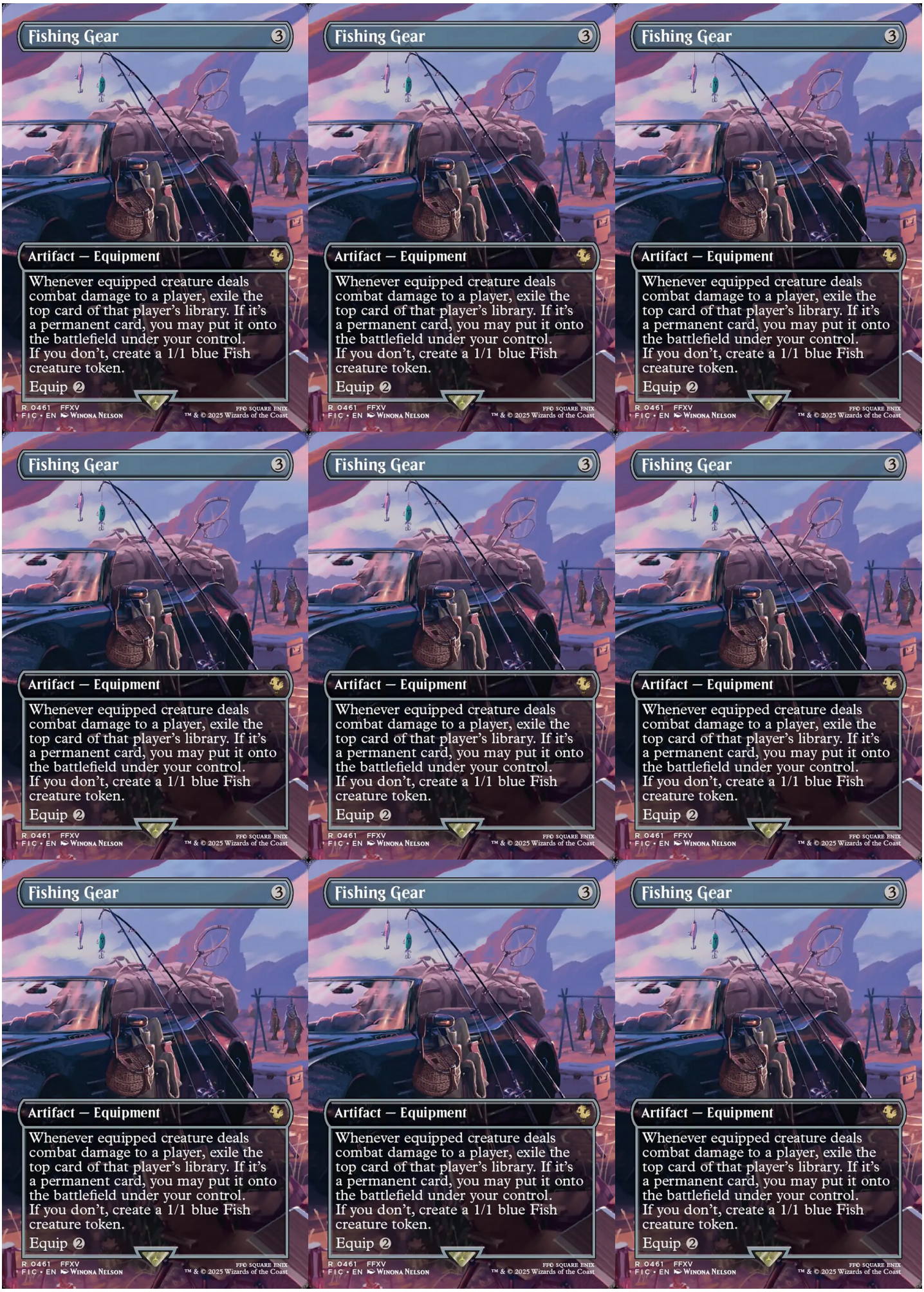
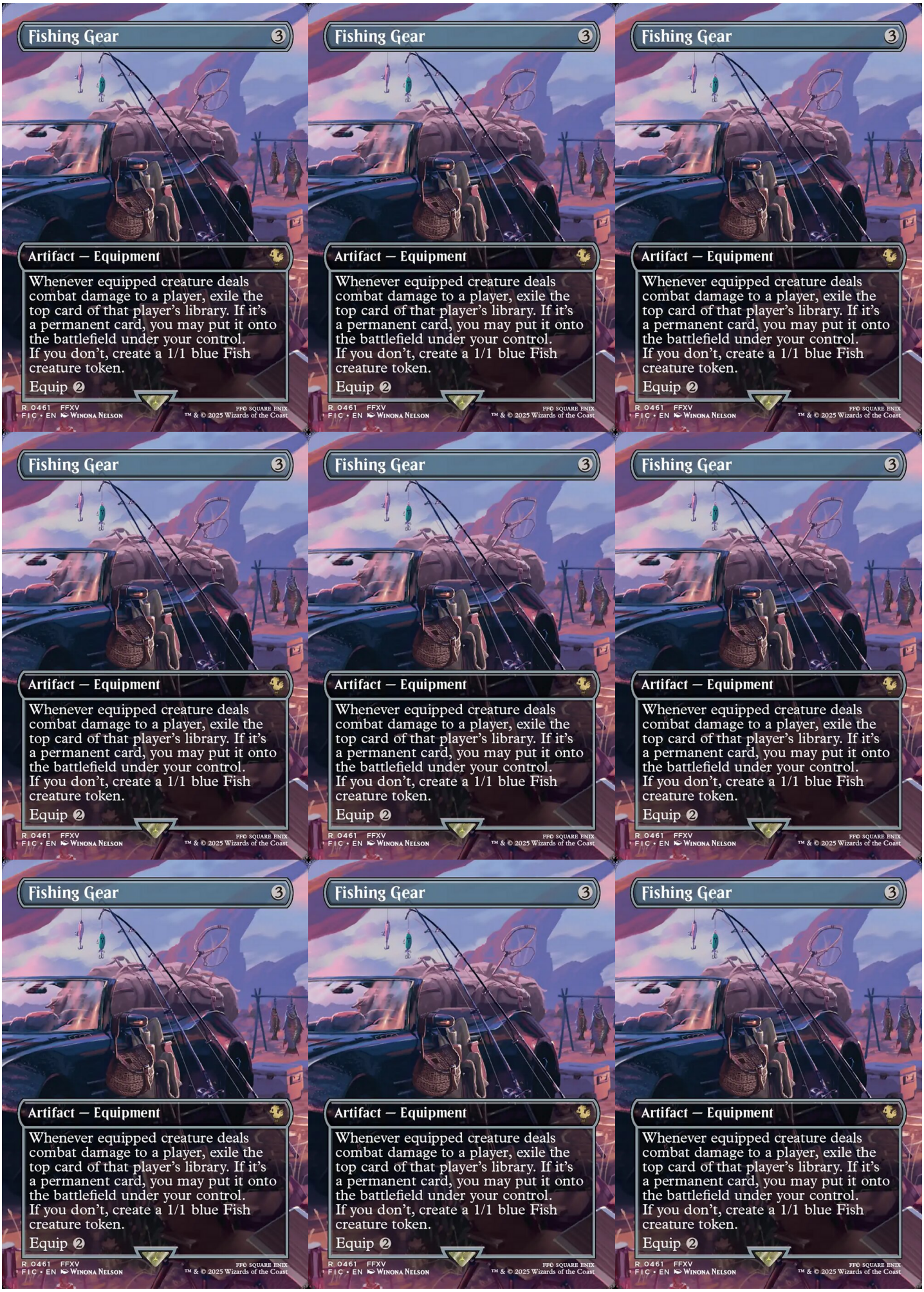
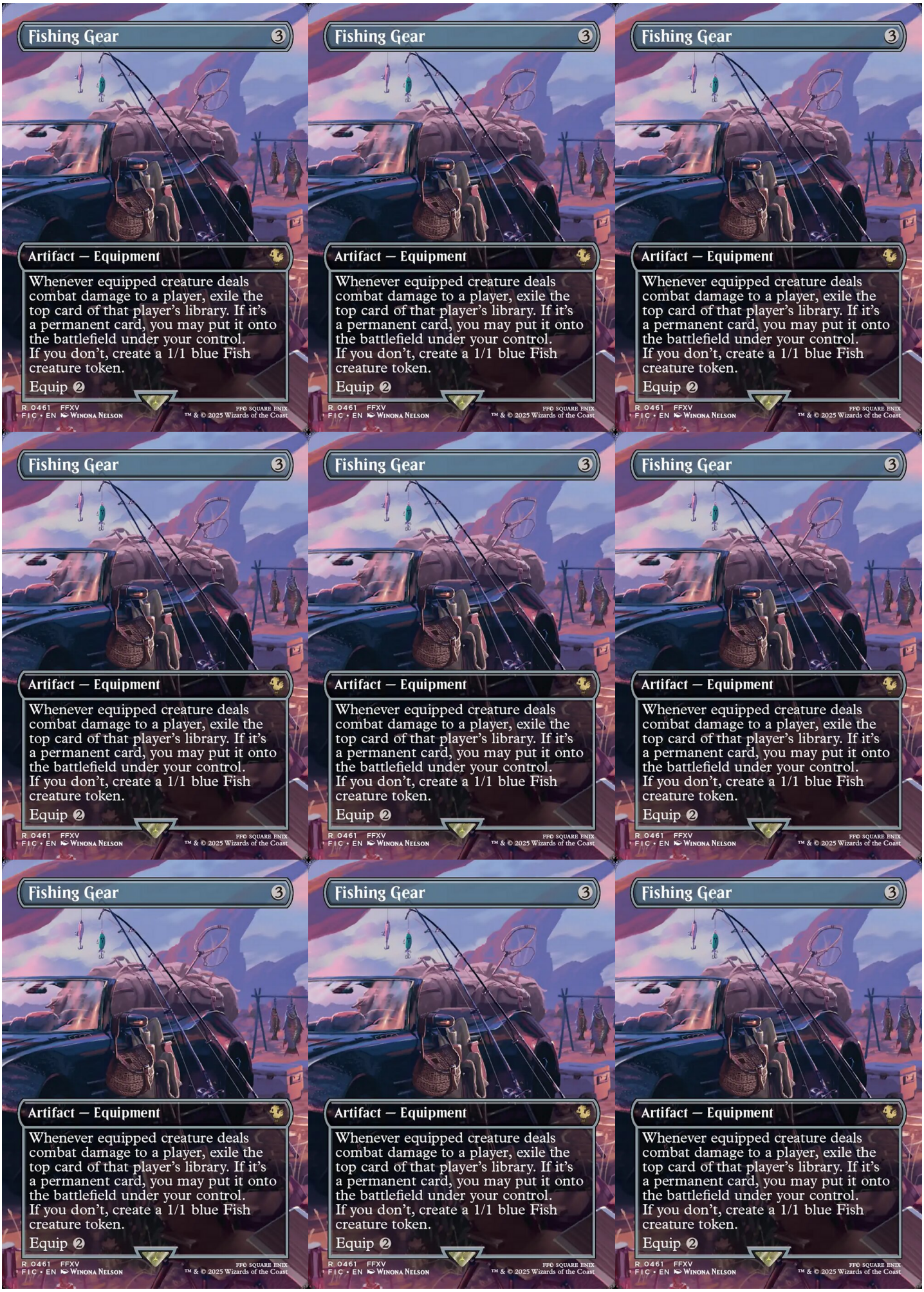

Fishing Gear 3
Artifact — Equipment
Whenever equipped creature deals combat damage to a player, exile the top card of that player's library. If it's a permanent card, you may put it onto the battlefield under your control.
If you don't, create a 1/1 blue Fish creature token.
Equip 2
R 0461 FFXV
F I C • EN Winona Nelson
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast


Fishing Gear 3
Artifact — Equipment
Whenever equipped creature deals combat damage to a player, exile the top card of that player's library. If it's a permanent card, you may put it onto the battlefield under your control.
If you don't, create a 1/1 blue Fish creature token.
Equip 2
R 0461 FFXV
F I C • EN Winona Nelson
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast


Fishing Gear 3
Artifact — Equipment
Whenever equipped creature deals combat damage to a player, exile the top card of that player's library. If it's a permanent card, you may put it onto the battlefield under your control.
If you don't, create a 1/1 blue Fish creature token.
Equip 2
R 0461 FFXV
F I C • EN Winona Nelson
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast


Fishing Gear 3
Artifact — Equipment
Whenever equipped creature deals combat damage to a player, exile the top card of that player's library. If it's a permanent card, you may put it onto the battlefield under your control.
If you don't, create a 1/1 blue Fish creature token.
Equip 2
R 0461 FFXV
F I C • EN Winona Nelson
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast