Lightning Greaves 2



Artifact — Equipment

Equipped creature has haste and can't be the target of spells or abilities.

Equip 0 *(0: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)*

Jeremy Jarvis

™ & © 1993–2003 Wizards of the Coast, Inc. 199/306

Lightning Greaves 2



Artifact — Equipment

Equipped creature has haste and can't be the target of spells or abilities.

Equip 0 *(0: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)*

Jeremy Jarvis

™ & © 1993–2003 Wizards of the Coast, Inc. 199/306

Lightning Greaves 2



Artifact — Equipment

Equipped creature has haste and can't be the target of spells or abilities.

Equip 0 *(0: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)*

Jeremy Jarvis

™ & © 1993–2003 Wizards of the Coast, Inc. 199/306

Lightning Greaves 2



Artifact — Equipment

Equipped creature has haste and can't be the target of spells or abilities.

Equip 0 *(0: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)*

Jeremy Jarvis

™ & © 1993–2003 Wizards of the Coast, Inc. 199/306