Swiftfoot Boots {2}



Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control, and it can attack and {T} as soon as it comes under your control.)*

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

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 219/249

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control, and it can attack and {T} as soon as it comes under your control.)*

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

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 219/249

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control, and it can attack and {T} as soon as it comes under your control.)*

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

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 219/249

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control, and it can attack and {T} as soon as it comes under your control.)*

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

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 219/249

Swiftfoot Boots {2}



Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control, and it can attack and {T} as soon as it comes under your control.)*

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

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 219/249

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control, and it can attack and {T} as soon as it comes under your control.)*

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

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 219/249

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control, and it can attack and {T} as soon as it comes under your control.)*

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

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 219/249

Swiftfoot Boots {2}



Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control, and it can attack and {T} as soon as it comes under your control.)*

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

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 219/249

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control, and it can attack and {T} as soon as it comes under your control.)*

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

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 219/249

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control, and it can attack and {T} as soon as it comes under your control.)*

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

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 219/249