Swiftfoot Boots {2}



Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}



Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}



Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}



Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Swiftfoot Boots {2}

Artifact — Equipment

Equipped creature has hexproof and haste. *(It can't be the target of spells or abilities your opponents control.)*

Equip {1}

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0314
LCC • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast