

Swift Warden

1

Creature — Merfolk Warrior

Flash

When Swift Warden enters the battlefield, target Merfolk you control gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

*A warning shout would take too long.*

3/3

146/196 U

R I X • EN

Swift Warden

1

Creature — Merfolk Warrior

Flash

When Swift Warden enters the battlefield, target Merfolk you control gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

*A warning shout would take too long.*

3/3

146/196 U

R I X • EN

Swift Warden

1

Creature — Merfolk Warrior

Flash

When Swift Warden enters the battlefield, target Merfolk you control gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

*A warning shout would take too long.*

3/3

146/196 U

R I X • EN

Swift Warden

1

Creature — Merfolk Warrior

Flash

When Swift Warden enters the battlefield, target Merfolk you control gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

*A warning shout would take too long.*

3/3

146/196 U

R I X • EN