Lightning Greaves {2}



Artifact — Equipment

Equipped creature has haste and shroud.
(It can't be the target of spells or abilities.)
Equip {0}

After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

U 0102
TDC • EN ✒ Michael Komarck
™ & © 2025 Wizards of the Coast

Lightning Greaves {2}



Artifact — Equipment

Equipped creature has haste and shroud.
(It can't be the target of spells or abilities.)
Equip {0}

After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

U 0102
TDC • EN ✒ Michael Komarck
™ & © 2025 Wizards of the Coast

Lightning Greaves {2}



Artifact — Equipment

Equipped creature has haste and shroud.
(It can't be the target of spells or abilities.)
Equip {0}

After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

U 0102
TDC • EN ✒ Michael Komarck
™ & © 2025 Wizards of the Coast

Lightning Greaves {2}



Artifact — Equipment

Equipped creature has haste and shroud.
(It can't be the target of spells or abilities.)
Equip {0}

After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

U 0102
TDC • EN ✒ Michael Komarck
™ & © 2025 Wizards of the Coast