Haytham Kenway

2 ❋ 💧



Legendary Creature — Human Knight

Protection from Assassins

Other Knights you control get +2/+2 and have protection from Assassins.

When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.

3/3

R 0238
ACR ★ EN
Vilhelmas Banys

© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway

2 ❋ 💧



Legendary Creature — Human Knight

Protection from Assassins

Other Knights you control get +2/+2 and have protection from Assassins.

When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.

3/3

R 0238
ACR ★ EN
Vilhelmas Banys

© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway

2 ❋ 💧



Legendary Creature — Human Knight

Protection from Assassins

Other Knights you control get +2/+2 and have protection from Assassins.

When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.

3/3

R 0238
ACR ★ EN
Vilhelmas Banys

© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway

2 ❋ 💧



Legendary Creature — Human Knight

Protection from Assassins

Other Knights you control get +2/+2 and have protection from Assassins.

When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.

3/3

R 0238
ACR ★ EN
Vilhelmas Banys

© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast

Haytham Kenway
2 ❋ 💧
Legendary Creature — Human Knight
Protection from Assassins
Other Knights you control get +2/+2 and have protection from Assassins.
When Haytham Kenway enters the battlefield, for each opponent, exile up to one target creature that player controls until Haytham Kenway leaves the battlefield.
3/3
R 0238
ACR ★ EN
Vilhelmas Banys
© Ubisoft
™ & © 2024 Wizards of the Coast