Rogue's Gloves {2}



Artifact — Equipment

Whenever equipped creature deals combat damage to a player, you may draw a card.

Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

Thievery requires subtlety, from the beginning of the heist to the end.

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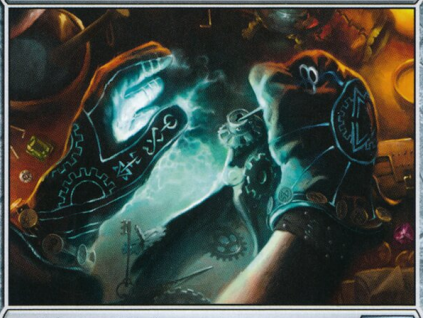
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