**Rogue's Gloves** {2}



**Artifact — Equipment** M19

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.*

243/280 U
M19 • EN
™ & © 2018 Wizards of the Coast
Cyril Van Der Haegen

**Rogue's Gloves** {2}



**Artifact — Equipment** M19

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.*

243/280 U
M19 • EN
™ & © 2018 Wizards of the Coast
Cyril Van Der Haegen

**Rogue's Gloves** {2}



**Artifact — Equipment** M19

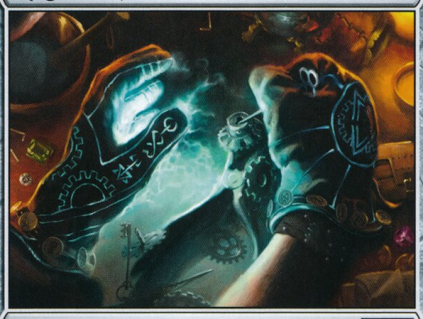
Whenever equipped creature deals combat damage to a player, you may draw a card.

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.*

243/280 U
M19 • EN
™ & © 2018 Wizards of the Coast
Cyril Van Der Haegen

**Rogue's Gloves** {2}



**Artifact — Equipment** M19

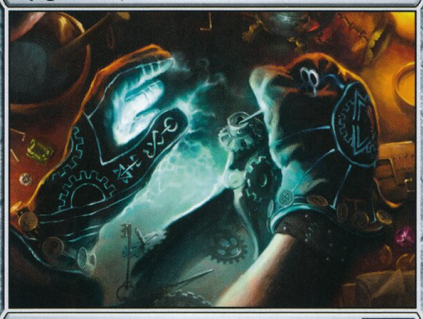
Whenever equipped creature deals combat damage to a player, you may draw a card.

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.*

243/280 U
M19 • EN
™ & © 2018 Wizards of the Coast
Cyril Van Der Haegen

**Rogue's Gloves** {2}



**Artifact — Equipment** M19

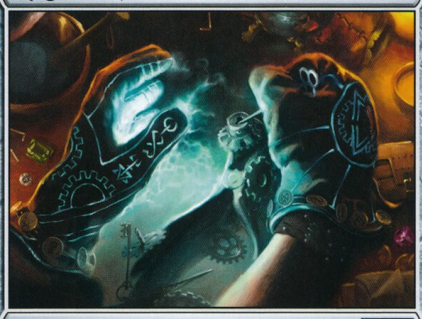
Whenever equipped creature deals combat damage to a player, you may draw a card.

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.*

243/280 U
M19 • EN
™ & © 2018 Wizards of the Coast
Cyril Van Der Haegen

**Rogue's Gloves** {2}



**Artifact — Equipment** M19

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.*

243/280 U
M19 • EN
™ & © 2018 Wizards of the Coast
Cyril Van Der Haegen

**Rogue's Gloves** {2}



**Artifact — Equipment** M19

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.*

243/280 U
M19 • EN
™ & © 2018 Wizards of the Coast
Cyril Van Der Haegen

**Rogue's Gloves** {2}



**Artifact — Equipment** M19

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.*

243/280 U
M19 • EN
™ & © 2018 Wizards of the Coast
Cyril Van Der Haegen

**Rogue's Gloves** {2}



**Artifact — Equipment** M19

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.*

243/280 U
M19 • EN
™ & © 2018 Wizards of the Coast
Cyril Van Der Haegen