Nimble Trapfinder



Creature — Human Rogue

Nimble Trapfinder can't be blocked if you had another Cleric, Rogue, Warrior, or Wizard enter the battlefield under your control this turn.

At the beginning of combat on your turn, if you have a full party, creatures you control gain "Whenever this creature deals combat damage to a player, draw a card" until end of turn.

2/1

072/280 R
ZNR • EN Caio Monteiro

™ & © 2020 Wizards of the Coast

Nimble Trapfinder

Creature — Human Rogue

Nimble Trapfinder can't be blocked if you had another Cleric, Rogue, Warrior, or Wizard enter the battlefield under your control this turn.

At the beginning of combat on your turn, if you have a full party, creatures you control gain "Whenever this creature deals combat damage to a player, draw a card" until end of turn.

2/1

072/280 R
ZNR • EN Caio Monteiro

™ & © 2020 Wizards of the Coast

Nimble Trapfinder

Creature — Human Rogue

Nimble Trapfinder can't be blocked if you had another Cleric, Rogue, Warrior, or Wizard enter the battlefield under your control this turn.

At the beginning of combat on your turn, if you have a full party, creatures you control gain "Whenever this creature deals combat damage to a player, draw a card" until end of turn.

2/1

072/280 R
ZNR • EN Caio Monteiro

™ & © 2020 Wizards of the Coast

Nimble Trapfinder

Creature — Human Rogue

Nimble Trapfinder can't be blocked if you had another Cleric, Rogue, Warrior, or Wizard enter the battlefield under your control this turn.

At the beginning of combat on your turn, if you have a full party, creatures you control gain "Whenever this creature deals combat damage to a player, draw a card" until end of turn.

2/1

072/280 R
ZNR • EN Caio Monteiro

™ & © 2020 Wizards of the Coast