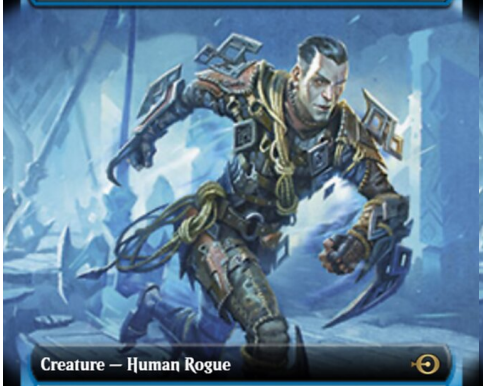
Nimble Trapfinder 1



Creature — Human Rogue

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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.

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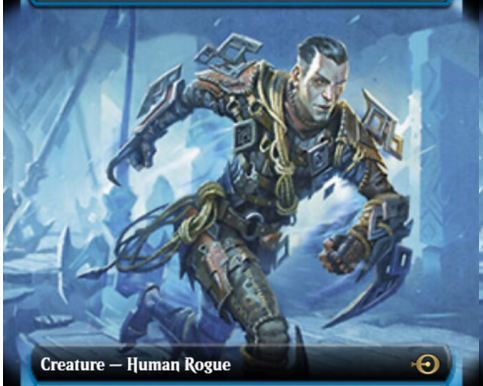
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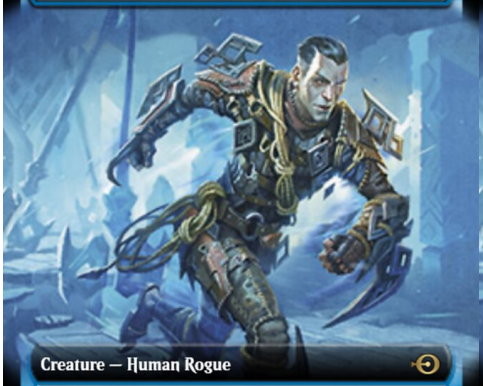
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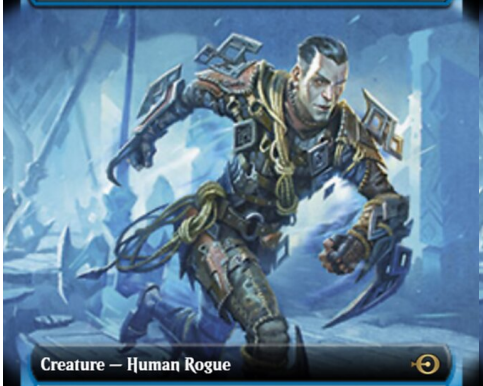
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