Stinkdrinker Bandit {3}{B}



Creature — Goblin Rogue

Prowl {1}{B} *(You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Goblin or Rogue.)*

Whenever a Rogue you control attacks and isn't blocked, it gets +2/+1 until end of turn.

2/1

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