166

3/1

3/3

Flash

Flying







True-Name Nemesis

Creature - Merfolk Rogue

that player.)

battlefield, choose a player.

As True-Name Nemesis enters the

True-Name Nemesis has protection

from the chosen player. (This creature

can't be blocked, targeted, dealt damage,

or enchanted by anything controlled by

M21

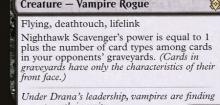
2/2

*





1/3



Thieves' Guild Enforcer

Creature - Human Rogue

Whenever Thieves' Guild Enforcer or

another Rogue enters the battlefield under

As long as an opponent has eight or more

cards in their graveyard, Thieves' Guild Enforcer gets +2/+1 and has deathtouch.

your control, each opponent mills two cards.

Flash





Snow-Covered Swamp

Basic Snow Land - Swamp

M21



Each player discards a card.

Each player sacrifices a creature.

Each player loses 1 life and draws a card.



As long as an opponent has eight or more

Whenever one or more Rogues you control

cards in their graveyard, Rogues you control get +1/+0.

attack, each opponent mills two cards.



