Clocknapper 3 🔵🔵



Creature — Human Spy

When Clocknapper enters the battlefield, choose beginning phase, precombat main phase, combat phase, postcombat main phase, or ending phase. Steal that phase from target player during his or her next turn. *(That phase occurs as though it's your turn instead.)*

2/2

029/216 R
UST ★ EN
Marco Teixeira

™ & © 2017 Wizards of the Coast

Clocknapper 3 🔵🔵

Creature — Human Spy

When Clocknapper enters the battlefield, choose beginning phase, precombat main phase, combat phase, postcombat main phase, or ending phase. Steal that phase from target player during his or her next turn. *(That phase occurs as though it's your turn instead.)*

2/2

029/216 R
UST ★ EN
Marco Teixeira

™ & © 2017 Wizards of the Coast

Clocknapper 3 🔵🔵

Creature — Human Spy

When Clocknapper enters the battlefield, choose beginning phase, precombat main phase, combat phase, postcombat main phase, or ending phase. Steal that phase from target player during his or her next turn. *(That phase occurs as though it's your turn instead.)*

2/2

029/216 R
UST ★ EN
Marco Teixeira

™ & © 2017 Wizards of the Coast

Clocknapper 3 🔵🔵

Creature — Human Spy

When Clocknapper enters the battlefield, choose beginning phase, precombat main phase, combat phase, postcombat main phase, or ending phase. Steal that phase from target player during his or her next turn. *(That phase occurs as though it's your turn instead.)*

2/2

029/216 R
UST ★ EN
Marco Teixeira

™ & © 2017 Wizards of the Coast

Clocknapper 3 🔵🔵

Creature — Human Spy

When Clocknapper enters the battlefield, choose beginning phase, precombat main phase, combat phase, postcombat main phase, or ending phase. Steal that phase from target player during his or her next turn. *(That phase occurs as though it's your turn instead.)*

2/2

029/216 R
UST ★ EN
Marco Teixeira

™ & © 2017 Wizards of the Coast

Clocknapper 3 🔵🔵

Creature — Human Spy

When Clocknapper enters the battlefield, choose beginning phase, precombat main phase, combat phase, postcombat main phase, or ending phase. Steal that phase from target player during his or her next turn. *(That phase occurs as though it's your turn instead.)*

2/2

029/216 R
UST ★ EN
Marco Teixeira

™ & © 2017 Wizards of the Coast

Clocknapper 3 🔵🔵

Creature — Human Spy

When Clocknapper enters the battlefield, choose beginning phase, precombat main phase, combat phase, postcombat main phase, or ending phase. Steal that phase from target player during his or her next turn. *(That phase occurs as though it's your turn instead.)*

2/2

029/216 R
UST ★ EN
Marco Teixeira

™ & © 2017 Wizards of the Coast

Clocknapper 3 🔵🔵

Creature — Human Spy

When Clocknapper enters the battlefield, choose beginning phase, precombat main phase, combat phase, postcombat main phase, or ending phase. Steal that phase from target player during his or her next turn. *(That phase occurs as though it's your turn instead.)*

2/2

029/216 R
UST ★ EN
Marco Teixeira

™ & © 2017 Wizards of the Coast

Clocknapper 3 🔵🔵

Creature — Human Spy

When Clocknapper enters the battlefield, choose beginning phase, precombat main phase, combat phase, postcombat main phase, or ending phase. Steal that phase from target player during his or her next turn. *(That phase occurs as though it's your turn instead.)*

2/2

029/216 R
UST ★ EN
Marco Teixeira

™ & © 2017 Wizards of the Coast