
Agent of Treachery
Creature — Human Rogue
When this creature enters, gain control of target permanent.
At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.
2/3
M 0009
TLE • EN B2: Earth, CH: 40
©2025 Viacom.
™ & © 2025 Wizards of the Coast

Agent of Treachery
Creature — Human Rogue
When this creature enters, gain control of target permanent.
At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.
2/3
M 0009
TLE • EN B2: Earth, CH: 40
©2025 Viacom.
™ & © 2025 Wizards of the Coast

Agent of Treachery
Creature — Human Rogue
When this creature enters, gain control of target permanent.
At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.
2/3
M 0009
TLE • EN B2: Earth, CH: 40
©2025 Viacom.
™ & © 2025 Wizards of the Coast