Kamiz, Obscura Oculus {1}{W}{B}{B}



Legendary Creature — Cephalid Rogue

Whenever you attack, target attacking creature can't be blocked this turn. It connives. Then choose another attacking creature with lesser power. That creature gains double strike until end of turn. *(To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)*

2/4

003/093 M
NCC • EN Chris Rallis

™ & © 2022 Wizards of the Coast

Kamiz, Obscura Oculus {1}{W}{B}{B}



Legendary Creature — Cephalid Rogue

Whenever you attack, target attacking creature can't be blocked this turn. It connives. Then choose another attacking creature with lesser power. That creature gains double strike until end of turn. *(To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)*

2/4

003/093 M
NCC • EN Chris Rallis

™ & © 2022 Wizards of the Coast

Kamiz, Obscura Oculus {1}{W}{B}{B}



Legendary Creature — Cephalid Rogue

Whenever you attack, target attacking creature can't be blocked this turn. It connives. Then choose another attacking creature with lesser power. That creature gains double strike until end of turn. *(To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)*

2/4

003/093 M
NCC • EN Chris Rallis

™ & © 2022 Wizards of the Coast

Kamiz, Obscura Oculus {1}{W}{B}{B}



Legendary Creature — Cephalid Rogue

Whenever you attack, target attacking creature can't be blocked this turn. It connives. Then choose another attacking creature with lesser power. That creature gains double strike until end of turn. *(To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)*

2/4

003/093 M
NCC • EN Chris Rallis

™ & © 2022 Wizards of the Coast

Kamiz, Obscura Oculus {1}{W}{B}{B}



Legendary Creature — Cephalid Rogue

Whenever you attack, target attacking creature can't be blocked this turn. It connives. Then choose another attacking creature with lesser power. That creature gains double strike until end of turn. *(To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)*

2/4

003/093 M
NCC • EN Chris Rallis

™ & © 2022 Wizards of the Coast

Kamiz, Obscura Oculus {1}{W}{B}{B}



Legendary Creature — Cephalid Rogue

Whenever you attack, target attacking creature can't be blocked this turn. It connives. Then choose another attacking creature with lesser power. That creature gains double strike until end of turn. *(To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)*

2/4

003/093 M
NCC • EN Chris Rallis

™ & © 2022 Wizards of the Coast

Kamiz, Obscura Oculus {1}{W}{B}{B}



Legendary Creature — Cephalid Rogue

Whenever you attack, target attacking creature can't be blocked this turn. It connives. Then choose another attacking creature with lesser power. That creature gains double strike until end of turn. *(To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)*

2/4

003/093 M
NCC • EN Chris Rallis

™ & © 2022 Wizards of the Coast

Kamiz, Obscura Oculus {1}{W}{B}{B}



Legendary Creature — Cephalid Rogue

Whenever you attack, target attacking creature can't be blocked this turn. It connives. Then choose another attacking creature with lesser power. That creature gains double strike until end of turn. *(To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)*

2/4

003/093 M
NCC • EN Chris Rallis

™ & © 2022 Wizards of the Coast

Kamiz, Obscura Oculus {1}{W}{B}{B}



Legendary Creature — Cephalid Rogue

Whenever you attack, target attacking creature can't be blocked this turn. It connives. Then choose another attacking creature with lesser power. That creature gains double strike until end of turn. *(To have a creature connive, draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)*

2/4

003/093 M
NCC • EN Chris Rallis

™ & © 2022 Wizards of the Coast