Sly Spy {2}{B}



Creature — Human Spy

Whenever Sly Spy deals combat damage to a player, that player loses a finger until Sly Spy leaves the battlefield. *(The finger is chosen by its owner and can't roll dice or touch cards.)*

The Agents of S.N.E.A.K.—Sinister Nerds Eliminating All Knowledge.

2/2

067/216 U
UST • EN Michael Phillippi

™ & © 2017 Wizards of the Coast

Sly Spy {2}{B}



Creature — Human Spy

Whenever Sly Spy deals combat damage to a player, that player loses a finger until Sly Spy leaves the battlefield. *(The finger is chosen by its owner and can't roll dice or touch cards.)*

The Agents of S.N.E.A.K.—Sinister Nerds Eliminating All Knowledge.

2/2

067/216 U
UST • EN Michael Phillippi

™ & © 2017 Wizards of the Coast

Sly Spy {2}{B}



Creature — Human Spy

Whenever Sly Spy deals combat damage to a player, that player loses a finger until Sly Spy leaves the battlefield. *(The finger is chosen by its owner and can't roll dice or touch cards.)*

The Agents of S.N.E.A.K.—Sinister Nerds Eliminating All Knowledge.

2/2

067/216 U
UST • EN Michael Phillippi

™ & © 2017 Wizards of the Coast

Sly Spy {2}{B}



Creature — Human Spy

Whenever Sly Spy deals combat damage to a player, that player loses a finger until Sly Spy leaves the battlefield. *(The finger is chosen by its owner and can't roll dice or touch cards.)*

The Agents of S.N.E.A.K.—Sinister Nerds Eliminating All Knowledge.

2/2

067/216 U
UST • EN Michael Phillippi

™ & © 2017 Wizards of the Coast