Psychic Pickpocket 4



Creature — Cephalid Rogue

When Psychic Pickpocket enters the battlefield, it connives. When it connives this way, return up to one target nonland permanent to its owner's hand. *(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.)*

3/2

054/281 U
SNC • EN Will Gist

™ & © 2022 Wizards of the Coast

Psychic Pickpocket 4



Creature — Cephalid Rogue

When Psychic Pickpocket enters the battlefield, it connives. When it connives this way, return up to one target nonland permanent to its owner's hand. *(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.)*

3/2

054/281 U
SNC • EN Will Gist

™ & © 2022 Wizards of the Coast

Psychic Pickpocket 4



Creature — Cephalid Rogue

When Psychic Pickpocket enters the battlefield, it connives. When it connives this way, return up to one target nonland permanent to its owner's hand. *(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.)*

3/2

054/281 U
SNC • EN Will Gist

™ & © 2022 Wizards of the Coast

Psychic Pickpocket 4



Creature — Cephalid Rogue

When Psychic Pickpocket enters the battlefield, it connives. When it connives this way, return up to one target nonland permanent to its owner's hand. *(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.)*

3/2

054/281 U
SNC • EN Will Gist

™ & © 2022 Wizards of the Coast