Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1



Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast

Nalia de'Arnise 1

Legendary Creature — Human Rogue

You may look at the top card of your library any time.

You may cast Cleric, Rogue, Warrior, and Wizard spells from the top of your library.

At the beginning of combat on your turn, if you have a full party, put a +1/+1 counter on each creature you control and those creatures gain deathtouch until end of turn.

3/3

643 M
CLB • EN
John Stanko

™ & © 2022 Wizards of the Coast