



**Card name :** Cloak and Dagger

**Mana Cost :** 2

**Types :** Tribal Artifact - Rogue Equipment

**Card Text :** Equipped creature gets +2/+0 and has shroud. (It can't be the target of spells or abilities.)

Whenever a Rogue creature comes into play, you may attach Cloak and Dagger to it.

Equip 3

**Expansion :** [Morningtide](#)

**Rarity :** Uncommon