Hat Trick



Instant

Target blocking or blocked creature you control gets +1/+1 and gains first strike until end of turn. If it has a hat, it gains double strike until end of turn. If you and that creature each have a hat, the creature gains triple strike until end of turn.

"Behold the power of my hat and the ghosts of two other hats I used to own!"

299 C
UNF ★ EN ™ & © 2022 Wizards of the Coast

Hat Trick
Instant
Target blocking or blocked creature you control gets +1/+1 and gains first strike until end of turn. If it has a hat, it gains double strike until end of turn. If you and that creature each have a hat, the creature gains triple strike until end of turn.
"Behold the power of my hat and the ghosts of two other hats I used to own!"

Hat Trick
Instant
Target blocking or blocked creature you control gets +1/+1 and gains first strike until end of turn. If it has a hat, it gains double strike until end of turn. If you and that creature each have a hat, the creature gains triple strike until end of turn.
"Behold the power of my hat and the ghosts of two other hats I used to own!"

Hat Trick
Instant
Target blocking or blocked creature you control gets +1/+1 and gains first strike until end of turn. If it has a hat, it gains double strike until end of turn. If you and that creature each have a hat, the creature gains triple strike until end of turn.
"Behold the power of my hat and the ghosts of two other hats I used to own!"

Hat Trick
Instant
Target blocking or blocked creature you control gets +1/+1 and gains first strike until end of turn. If it has a hat, it gains double strike until end of turn. If you and that creature each have a hat, the creature gains triple strike until end of turn.
"Behold the power of my hat and the ghosts of two other hats I used to own!"

Hat Trick
Instant
Target blocking or blocked creature you control gets +1/+1 and gains first strike until end of turn. If it has a hat, it gains double strike until end of turn. If you and that creature each have a hat, the creature gains triple strike until end of turn.
"Behold the power of my hat and the ghosts of two other hats I used to own!"

Hat Trick
Instant
Target blocking or blocked creature you control gets +1/+1 and gains first strike until end of turn. If it has a hat, it gains double strike until end of turn. If you and that creature each have a hat, the creature gains triple strike until end of turn.
"Behold the power of my hat and the ghosts of two other hats I used to own!"

Hat Trick
Instant
Target blocking or blocked creature you control gets +1/+1 and gains first strike until end of turn. If it has a hat, it gains double strike until end of turn. If you and that creature each have a hat, the creature gains triple strike until end of turn.
"Behold the power of my hat and the ghosts of two other hats I used to own!"

Hat Trick
Instant
Target blocking or blocked creature you control gets +1/+1 and gains first strike until end of turn. If it has a hat, it gains double strike until end of turn. If you and that creature each have a hat, the creature gains triple strike until end of turn.
"Behold the power of my hat and the ghosts of two other hats I used to own!"