Stolen Vitality



Instant

Target creature gets +3/+1 until end of turn. If it's your turn, that creature gains trample until end of turn. Otherwise, it gains first strike until end of turn. *(A creature with trample can deal excess combat damage to the player or planeswalker it's attacking. A creature with first strike deals combat damage before creatures without first strike.)*

C 0602
J25 • EN Mike Bierek

™ & © 2024 Wizards of the Coast