Unstable Footing



Instant

Kicker 3 (*You may pay an additional 3 as you cast this spell.*)

Damage can't be prevented this turn. If Unstable Footing was kicked, it deals 5 damage to target player.

A long way down is shorter than you think.

Nic Klein

™ & © 1993–2009 Wizards of the Coast LLC 153/249