You Come to a River



Instant

Choose one —
- *Fight the Current* — Return target nonland permanent to its owner's hand.
- *Find a Crossing* — Target creature gets +1/+0 until end of turn and can't be blocked this turn.

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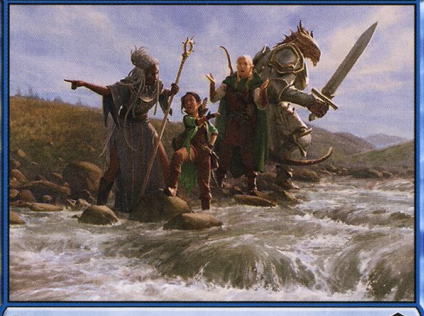
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