Alchemist's Gift



Instant

Target creature gets +1/+1 and gains your choice of deathtouch or lifelink until end of turn. *(Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it. Damage dealt by a creature with lifelink also causes its controller to gain that much life.)*

087/274 C
M21 • EN
Cristi Balanescu

™ & © 2020 Wizards of the Coast

Alchemist's Gift

Instant

Target creature gets +1/+1 and gains your choice of deathtouch or lifelink until end of turn. *(Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it. Damage dealt by a creature with lifelink also causes its controller to gain that much life.)*

087/274 C
M21 • EN
Cristi Balanescu

™ & © 2020 Wizards of the Coast

Alchemist's Gift

Instant

Target creature gets +1/+1 and gains your choice of deathtouch or lifelink until end of turn. *(Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it. Damage dealt by a creature with lifelink also causes its controller to gain that much life.)*

087/274 C
M21 • EN
Cristi Balanescu

™ & © 2020 Wizards of the Coast

Alchemist's Gift

Instant

Target creature gets +1/+1 and gains your choice of deathtouch or lifelink until end of turn. *(Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it. Damage dealt by a creature with lifelink also causes its controller to gain that much life.)*

087/274 C
M21 • EN
Cristi Balanescu

™ & © 2020 Wizards of the Coast

Alchemist's Gift



Instant

Target creature gets +1/+1 and gains your choice of deathtouch or lifelink until end of turn. *(Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it. Damage dealt by a creature with lifelink also causes its controller to gain that much life.)*

087/274 C
M21 • EN
Cristi Balanescu

™ & © 2020 Wizards of the Coast