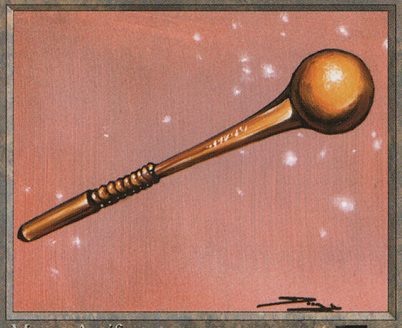
Tawnos's Wand 4



Mono Artifact

2: Make a creature of power no greater than 2 unblockable by all creatures except artifact creatures until end of turn. Other cards may be used to increase target creature's power beyond 2 after defense is chosen.

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