Critical Hit



Instant

Target creature gains double strike until end of turn.

When you roll a natural 20, return Critical Hit from your graveyard to your hand. *(A natural 20 is a roll that displays 20 on the die.)*

"How do you kill what's already dead? That's *how."*

137/281 U
AFR • EN Francisco Miyara

™ & © 2021 Wizards of the Coast