



Card name : Morsel Theft

Mana Cost : 2

Types : Tribal Sorcery - Rogue

Card Text : Prowl¹
(You may play this for its proul cost if you dealt combat damage to a player this turn with a Rogue.)
Target player loses 3 life and you gain 3 life. If Morsel Theft's proul cost was paid, draw a card.

Expansion : [Morningtide](#)

Rarity : Common