Meddle 1



Instant

If target spell has only one target and that target is a creature, change that spell's target to another creature.

Strength may win the fight, but style wins the crowd.

Illus. Brian Snoddy

™ & © 1993–2002 Wizards of the Coast, Inc. 92/350

Meddle 1



Instant

If target spell has only one target and that target is a creature, change that spell's target to another creature.

Strength may win the fight, but style wins the crowd.

Illus. Brian Snoddy

™ & © 1993–2002 Wizards of the Coast, Inc. 92/350

Meddle 1



Instant

If target spell has only one target and that target is a creature, change that spell's target to another creature.

Strength may win the fight, but style wins the crowd.

Illus. Brian Snoddy

™ & © 1993–2002 Wizards of the Coast, Inc. 92/350

Meddle 1



Instant

If target spell has only one target and that target is a creature, change that spell's target to another creature.

Strength may win the fight, but style wins the crowd.

Illus. Brian Snoddy

™ & © 1993–2002 Wizards of the Coast, Inc. 92/350