Aleatory

1 R



Instant

Play only after defense is chosen.

Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, target creature gets +1/+1 until end of turn.

Draw a card at the beginning of the next turn's upkeep.

Illus. Kevin Walker

©1996 Wizards of the Coast, Inc. All rights reserved.