
Invert Polarity
Instant
Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.
"Skreeg! I thought I told you to stop messing with . . . Oh, that worked. Good job, Skreeg."
—Ral Zarek
R 0459
MH3 • EN
Leonardo Santanna
™ & © 2024 Wizards of the Coast