Refraction Trap



Instant — Trap

If an opponent cast a red instant or sorcery spell this turn, you may pay ✷ rather than pay Refraction Trap's mana cost.

Prevent the next 3 damage that a source of your choice would deal to you and/or permanents you control this turn. If damage is prevented this way, Refraction Trap deals that much damage to target creature or player.

Zoltan Boros & Gabor Szikszai

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