Wrong Turn 2



Instant

Target opponent gains control of target creature. *(If an attacking or blocking creature changes controllers, it's removed from combat.)*

0000 / 115
PRM • EN

Wrong Turn 2

Instant

Target opponent gains control of target creature. *(If an attacking or blocking creature changes controllers, it's removed from combat.)*

0000 / 115
PRM • EN



Wrong Turn 2

Instant

Target opponent gains control of target creature. *(If an attacking or blocking creature changes controllers, it's removed from combat.)*

0000 / 115
PRM • EN



Wrong Turn 2

Instant

Target opponent gains control of target creature. *(If an attacking or blocking creature changes controllers, it's removed from combat.)*

0000 / 115
PRM • EN



Wrong Turn 2

Instant

Target opponent gains control of target creature. *(If an attacking or blocking creature changes controllers, it's removed from combat.)*

0000 / 115
PRM • EN



Wrong Turn 2

Instant

Target opponent gains control of target creature. *(If an attacking or blocking creature changes controllers, it's removed from combat.)*

0000 / 115
PRM • EN



Wrong Turn 2

Instant

Target opponent gains control of target creature. *(If an attacking or blocking creature changes controllers, it's removed from combat.)*

0000 / 115
PRM • EN



Wrong Turn 2

Instant

Target opponent gains control of target creature. *(If an attacking or blocking creature changes controllers, it's removed from combat.)*

0000 / 115
PRM • EN



Wrong Turn 2

Instant

Target opponent gains control of target creature. *(If an attacking or blocking creature changes controllers, it's removed from combat.)*

0000 / 115
PRM • EN



Wrong Turn 2

Instant

Target opponent gains control of target creature. *(If an attacking or blocking creature changes controllers, it's removed from combat.)*

0000 / 115
PRM • EN