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

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MH3 • EN Leonardo Santanna

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