Sphinx's Decree {1}{W}



Sorcery

Each opponent can't cast instant or sorcery spells during that player's next turn.

"Be still."
—Azor

024/196 R
RIX • EN ▶ DAARKEN

™ & © 2018 Wizards of the Coast

Sphinx's Decree {1}{W}

Sorcery

Each opponent can't cast instant or sorcery spells during that player's next turn.

"Be still."
—Azor

024/196 R
RIX • EN ▶ DAARKEN

™ & © 2018 Wizards of the Coast

Sphinx's Decree {1}{W}

Sorcery

Each opponent can't cast instant or sorcery spells during that player's next turn.

"Be still."
—Azor

024/196 R
RIX • EN ▶ DAARKEN

™ & © 2018 Wizards of the Coast

Sphinx's Decree {1}{W}



Sorcery

Each opponent can't cast instant or sorcery spells during that player's next turn.

"Be still."
—Azor

024/196 R
RIX • EN ▶ DAARKEN

™ & © 2018 Wizards of the Coast

Sphinx's Decree {1}{W}

Sorcery

Each opponent can't cast instant or sorcery spells during that player's next turn.

"Be still."
—Azor

024/196 R
RIX • EN ▶ DAARKEN

™ & © 2018 Wizards of the Coast

Sphinx's Decree {1}{W}

Sorcery

Each opponent can't cast instant or sorcery spells during that player's next turn.

"Be still."
—Azor

024/196 R
RIX • EN ▶ DAARKEN

™ & © 2018 Wizards of the Coast

Sphinx's Decree {1}{W}



Sorcery

Each opponent can't cast instant or sorcery spells during that player's next turn.

"Be still."
—Azor

024/196 R
RIX • EN ▶ DAARKEN

™ & © 2018 Wizards of the Coast

Sphinx's Decree {1}{W}

Sorcery

Each opponent can't cast instant or sorcery spells during that player's next turn.

"Be still."
—Azor

024/196 R
RIX • EN ▶ DAARKEN

™ & © 2018 Wizards of the Coast

Sphinx's Decree {1}{W}

Sorcery

Each opponent can't cast instant or sorcery spells during that player's next turn.

"Be still."
—Azor

024/196 R
RIX • EN ▶ DAARKEN

™ & © 2018 Wizards of the Coast