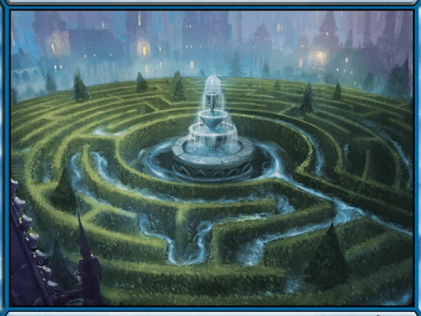
Lost in the Maze



Enchantment

Flash

When Lost in the Maze enters the battlefield, tap X target creatures. Put a stun counter on each of those creatures you don't control. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Tapped creatures you control have hexproof.

R 0064
MKM • EN Julian Kok Joon Wen

™ & © 2024 Wizards of the Coast