Trap the Trespassers

2 {U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025 © MEE
LTC • EN Tatiana Kirgetova ™ & © 2023 Wizards of the Coast

Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025 © MEE
LTC • EN Tatiana Kirgetova ™ & © 2023 Wizards of the Coast

Trap the Trespassers 2 {U}



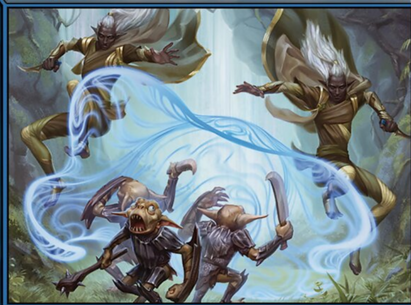
Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025 © MEE
LTC • EN Tatiana Kirgetova ™ & © 2023 Wizards of the Coast

Trap the Trespassers 2 {U}



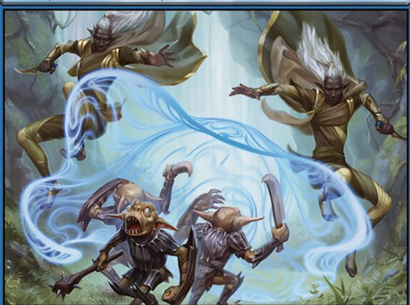
Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025 © MEE
LTC • EN Tatiana Kirgetova ™ & © 2023 Wizards of the Coast

Trap the Trespassers 2 {U}



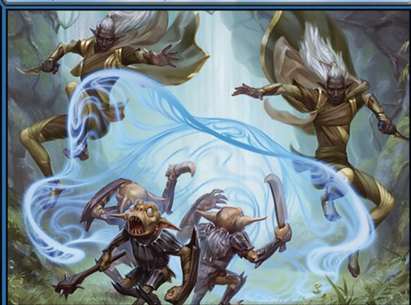
Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025 © MEE
LTC • EN Tatiana Kirgetova ™ & © 2023 Wizards of the Coast

Trap the Trespassers 2 {U}



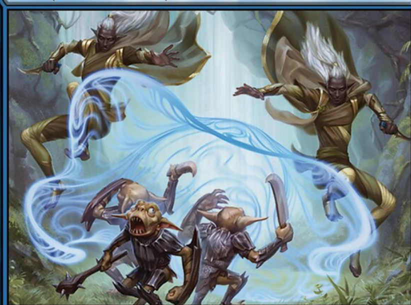
Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025 © MEE
LTC • EN Tatiana Kirgetova ™ & © 2023 Wizards of the Coast

Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025 © MEE
LTC • EN Tatiana Kirgetova ™ & © 2023 Wizards of the Coast

Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025 © MEE
LTC • EN Tatiana Kirgetova ™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}

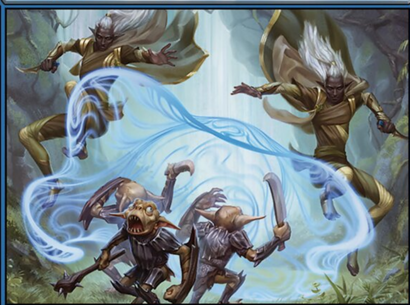


Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}

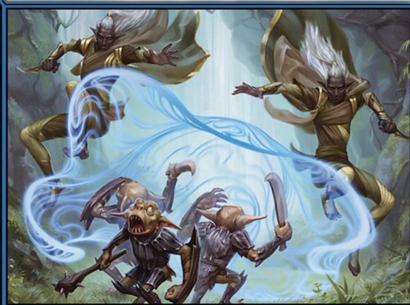


Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}

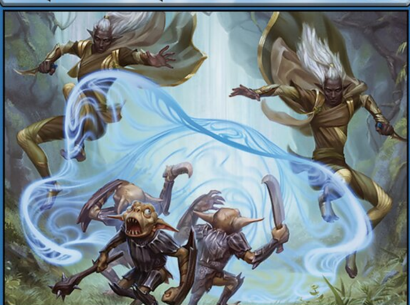


Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}

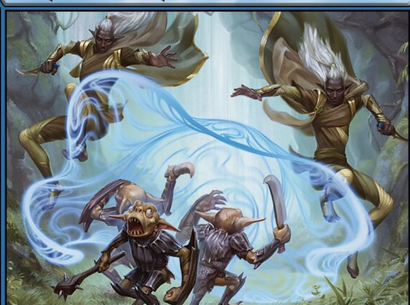


Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}

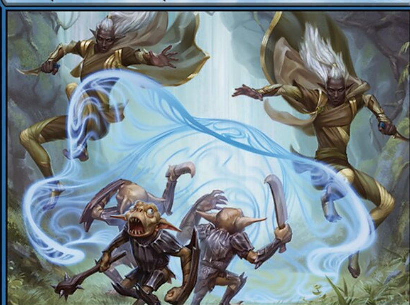


Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



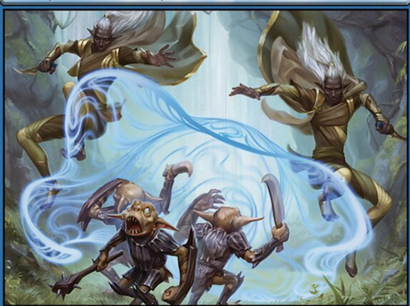
Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



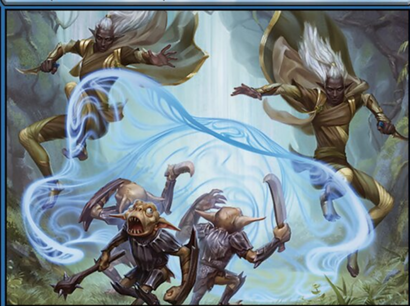
Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



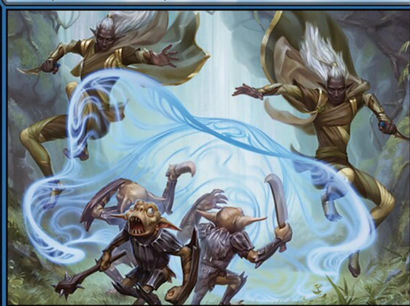
Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers {2}{U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers 2 {U}



Instant

Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

R 0025
LTC • EN Tatiana Kirgetova

© MEE
™ & © 2023 Wizards of the Coast

Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast
Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast
Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast
Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast
Trap the Trespassers 2 {U}



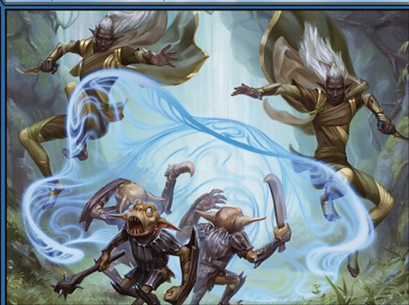
Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast
Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast
Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast
Trap the Trespassers 2 {U}



Instant
Secret council — Each player secretly votes for a creature you don't control, then those votes are revealed. For each creature with one or more votes, put that many stun counters on it, then tap it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
R 0025
LTC • EN Tatiana Kirgetova
© MEE
™ & © 2023 Wizards of the Coast