Everybody Lives! 1



Instant

All creatures gain hexproof and indestructible until end of turn. Players gain hexproof until end of turn. Players can't lose life this turn and players can't lose the game or win the game this turn.

"Everybody lives, Rose. Just this once, everybody lives!"
—The Ninth Doctor

R 0338
WHO • EN Alice X. Zhang
© BBC
™ & © 2023 Wizards of the Coast

Everybody Lives! 1



Instant

All creatures gain hexproof and indestructible until end of turn. Players gain hexproof until end of turn. Players can't lose life this turn and players can't lose the game or win the game this turn.

"Everybody lives, Rose. Just this once, everybody lives!"
—The Ninth Doctor

R 0338
WHO • EN Alice X. Zhang
© BBC
™ & © 2023 Wizards of the Coast

Everybody Lives! 1



Instant

All creatures gain hexproof and indestructible until end of turn. Players gain hexproof until end of turn. Players can't lose life this turn and players can't lose the game or win the game this turn.

"Everybody lives, Rose. Just this once, everybody lives!"
—The Ninth Doctor

R 0338
WHO • EN Alice X. Zhang
© BBC
™ & © 2023 Wizards of the Coast

Everybody Lives! 1



Instant

All creatures gain hexproof and indestructible until end of turn. Players gain hexproof until end of turn. Players can't lose life this turn and players can't lose the game or win the game this turn.

"Everybody lives, Rose. Just this once, everybody lives!"
—The Ninth Doctor

R 0338
WHO • EN Alice X. Zhang
© BBC
™ & © 2023 Wizards of the Coast