Don't Move 3



Sorcery

Destroy all tapped creatures. Until your next turn, whenever a creature becomes tapped, destroy it.

"Keep absolutely still. Its vision is based on movement."
—Alan Grant

R 0027
REX ★ EN ✒ INKOGNIT

™ & © 2023 Wizards of the Coast

Don't Move 3

Sorcery

Destroy all tapped creatures. Until your next turn, whenever a creature becomes tapped, destroy it.

"Keep absolutely still. Its vision is based on movement."
—Alan Grant

R 0027
REX ★ EN ✒ INKOGNIT

™ & © 2023 Wizards of the Coast

Don't Move 3

Sorcery

Destroy all tapped creatures. Until your next turn, whenever a creature becomes tapped, destroy it.

"Keep absolutely still. Its vision is based on movement."
—Alan Grant

R 0027
REX ★ EN ✒ INKOGNIT

™ & © 2023 Wizards of the Coast

Don't Move 3

Sorcery

Destroy all tapped creatures. Until your next turn, whenever a creature becomes tapped, destroy it.

"Keep absolutely still. Its vision is based on movement."
—Alan Grant

R 0027
REX ★ EN ✒ INKOGNIT

™ & © 2023 Wizards of the Coast

Don't Move 3

Sorcery

Destroy all tapped creatures. Until your next turn, whenever a creature becomes tapped, destroy it.

"Keep absolutely still. Its vision is based on movement."
—Alan Grant

R 0027
REX ★ EN ✒ INKOGNIT

™ & © 2023 Wizards of the Coast

Don't Move 3

Sorcery

Destroy all tapped creatures. Until your next turn, whenever a creature becomes tapped, destroy it.

"Keep absolutely still. Its vision is based on movement."
—Alan Grant

R 0027
REX ★ EN ✒ INKOGNIT

™ & © 2023 Wizards of the Coast

Don't Move 3

Sorcery

Destroy all tapped creatures. Until your next turn, whenever a creature becomes tapped, destroy it.

"Keep absolutely still. Its vision is based on movement."
—Alan Grant

R 0027
REX ★ EN ✒ INKOGNIT

™ & © 2023 Wizards of the Coast

Don't Move 3

Sorcery

Destroy all tapped creatures. Until your next turn, whenever a creature becomes tapped, destroy it.

"Keep absolutely still. Its vision is based on movement."
—Alan Grant

R 0027
REX ★ EN ✒ INKOGNIT

™ & © 2023 Wizards of the Coast

Don't Move 3

Sorcery

Destroy all tapped creatures. Until your next turn, whenever a creature becomes tapped, destroy it.

"Keep absolutely still. Its vision is based on movement."
—Alan Grant

R 0027
REX ★ EN ✒ INKOGNIT

™ & © 2023 Wizards of the Coast