Intruder Alarm



Enchantment

Creatures don't untap during their controllers' untap steps.

Whenever a creature enters the battlefield, untap all creatures.

"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge

R 0021
WOT • EN ✒ Francoyovich

™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm



Enchantment

Creatures don't untap during their controllers' untap steps.

Whenever a creature enters the battlefield, untap all creatures.

"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge

R 0021
WOT • EN ✒ Francoyovich

™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm



Enchantment

Creatures don't untap during their controllers' untap steps.

Whenever a creature enters the battlefield, untap all creatures.

"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge

R 0021
WOT • EN ✒ Francoyovich

™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm



Enchantment

Creatures don't untap during their controllers' untap steps.

Whenever a creature enters the battlefield, untap all creatures.

"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge

R 0021
WOT • EN ✒ Francoyovich

™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast

Intruder Alarm
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature enters the battlefield, untap all creatures.
"The dark forest lit up with a thousand eyes, and for the first time, Jurald considered that the High Fae might be more than myth."
—Beyond the Great Henge
R 0021
WOT • EN ✒ Francoyovich
™ & © 2023 Wizards of the Coast