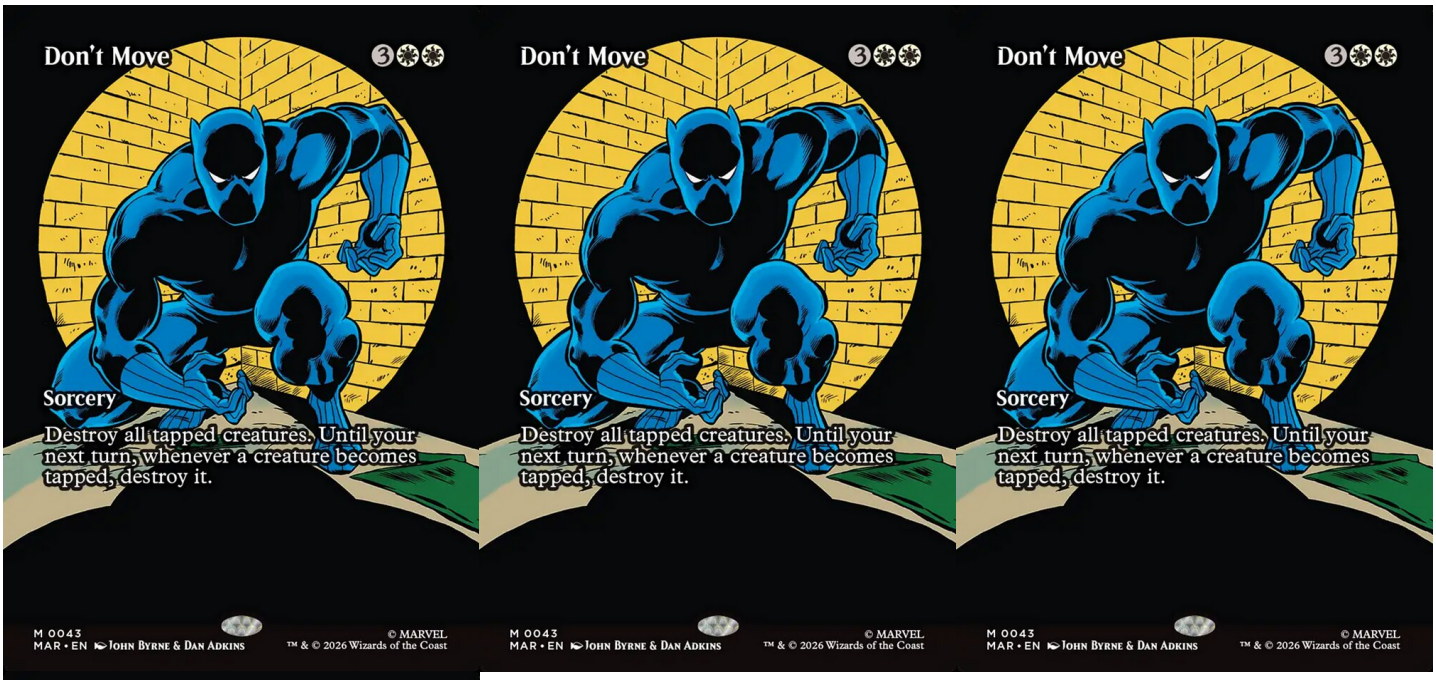
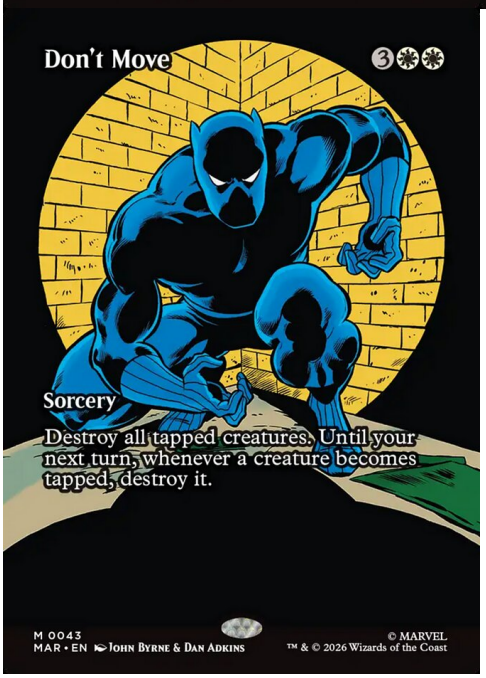

Don't Move
Sorcery
Destroy all tapped creatures. Until your next turn, whenever a creature becomes tapped, destroy it.
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