Cone of Cold

3



Sorcery

Roll a d20.

1–9 | Tap all creatures your opponents control.

10–19 | Tap all creatures your opponents control. Those creatures don't untap during their controllers' next untap steps.

20 | Tap all creatures your opponents control. Those creatures don't untap during their controllers' next untap steps. Until your next turn, creatures your opponents control enter the battlefield tapped.

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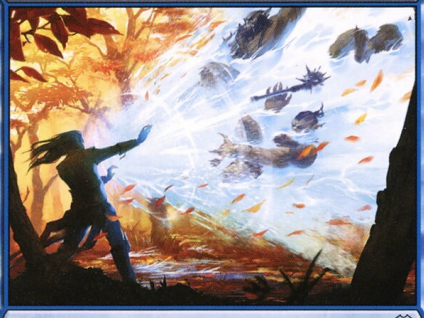

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