Wicked Slumber



Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Tap up to two target creatures. Put a stun counter on either of them. Then put a stun counter on either of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

U 0084
MOM • EN ✍ Anato Finnstark
™ & © 2023 Wizards of the Coast

Wicked Slumber

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Tap up to two target creatures. Put a stun counter on either of them. Then put a stun counter on either of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

U 0084
MOM • EN ✍ Anato Finnstark
™ & © 2023 Wizards of the Coast

Wicked Slumber

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Tap up to two target creatures. Put a stun counter on either of them. Then put a stun counter on either of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

U 0084
MOM • EN ✍ Anato Finnstark
™ & © 2023 Wizards of the Coast

Wicked Slumber



Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Tap up to two target creatures. Put a stun counter on either of them. Then put a stun counter on either of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

U 0084
MOM • EN ✍ Anato Finnstark
™ & © 2023 Wizards of the Coast

Wicked Slumber

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Tap up to two target creatures. Put a stun counter on either of them. Then put a stun counter on either of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

U 0084
MOM • EN ✍ Anato Finnstark
™ & © 2023 Wizards of the Coast

Wicked Slumber



Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Tap up to two target creatures. Put a stun counter on either of them. Then put a stun counter on either of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

U 0084
MOM • EN ✍ Anato Finnstark
™ & © 2023 Wizards of the Coast

Wicked Slumber

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Tap up to two target creatures. Put a stun counter on either of them. Then put a stun counter on either of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

U 0084
MOM • EN ✍ Anato Finnstark
™ & © 2023 Wizards of the Coast

Wicked Slumber

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Tap up to two target creatures. Put a stun counter on either of them. Then put a stun counter on either of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

U 0084
MOM • EN ✍ Anato Finnstark
™ & © 2023 Wizards of the Coast