Riverwheel Sweep



Sorcery

Tap target creature. Put three stun counters on it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.

U 0219
TDM • EN
Wayne Wu

™ & © 2025 Wizards of the Coast

Riverwheel Sweep

Sorcery

Tap target creature. Put three stun counters on it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.

U 0219
TDM • EN
Wayne Wu

™ & © 2025 Wizards of the Coast

Riverwheel Sweep

Sorcery

Tap target creature. Put three stun counters on it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.

U 0219
TDM • EN
Wayne Wu

™ & © 2025 Wizards of the Coast

Riverwheel Sweep

Sorcery

Tap target creature. Put three stun counters on it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.

U 0219
TDM • EN
Wayne Wu

™ & © 2025 Wizards of the Coast