You Come to a River {1}{U}



Instant

Choose one —
• *Fight the Current* — Return target nonland permanent to its owner's hand.
• *Find a Crossing* — Target creature gets +1/+0 until end of turn and can't be blocked this turn.

Viko Menezes

You Come to a River {1}{U}

Instant

Choose one —
• *Fight the Current* — Return target nonland permanent to its owner's hand.
• *Find a Crossing* — Target creature gets +1/+0 until end of turn and can't be blocked this turn.

Viko Menezes

You Come to a River {1}{U}

Instant

Choose one —
• *Fight the Current* — Return target nonland permanent to its owner's hand.
• *Find a Crossing* — Target creature gets +1/+0 until end of turn and can't be blocked this turn.

Viko Menezes

You Come to a River {1}{U}



Instant

Choose one —
• *Fight the Current* — Return target nonland permanent to its owner's hand.
• *Find a Crossing* — Target creature gets +1/+0 until end of turn and can't be blocked this turn.

Viko Menezes

You Come to a River {1}{U}

Instant

Choose one —
• *Fight the Current* — Return target nonland permanent to its owner's hand.
• *Find a Crossing* — Target creature gets +1/+0 until end of turn and can't be blocked this turn.

Viko Menezes

You Come to a River {1}{U}

Instant

Choose one —
• *Fight the Current* — Return target nonland permanent to its owner's hand.
• *Find a Crossing* — Target creature gets +1/+0 until end of turn and can't be blocked this turn.

Viko Menezes

You Come to a River {1}{U}



Instant

Choose one —
• *Fight the Current* — Return target nonland permanent to its owner's hand.
• *Find a Crossing* — Target creature gets +1/+0 until end of turn and can't be blocked this turn.

Viko Menezes

You Come to a River {1}{U}

Instant

Choose one —
• *Fight the Current* — Return target nonland permanent to its owner's hand.
• *Find a Crossing* — Target creature gets +1/+0 until end of turn and can't be blocked this turn.

Viko Menezes

You Come to a River {1}{U}

Instant

Choose one —
• *Fight the Current* — Return target nonland permanent to its owner's hand.
• *Find a Crossing* — Target creature gets +1/+0 until end of turn and can't be blocked this turn.

Viko Menezes