

Riverwheel Aerialists

5



Creature — Djinn Monk

Flying

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Adepts of the Riverwheel Stronghold can run through rain and never get wet; masters use the raindrops as stepping stones.

4/5

071/249 C
I M A • EN JACK WANG

™ & © 2017 Wizards of the Coast

Riverwheel Aerialists

5



Creature — Djinn Monk

Flying

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Adepts of the Riverwheel Stronghold can run through rain and never get wet; masters use the raindrops as stepping stones.

4/5

071/249 C
I M A • EN JACK WANG

™ & © 2017 Wizards of the Coast

Riverwheel Aerialists

5



Creature — Djinn Monk

Flying

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Adepts of the Riverwheel Stronghold can run through rain and never get wet; masters use the raindrops as stepping stones.

4/5

071/249 C
I M A • EN JACK WANG

™ & © 2017 Wizards of the Coast

Riverwheel Aerialists

5



Creature — Djinn Monk

Flying

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Adepts of the Riverwheel Stronghold can run through rain and never get wet; masters use the raindrops as stepping stones.

4/5

071/249 C
I M A • EN JACK WANG

™ & © 2017 Wizards of the Coast