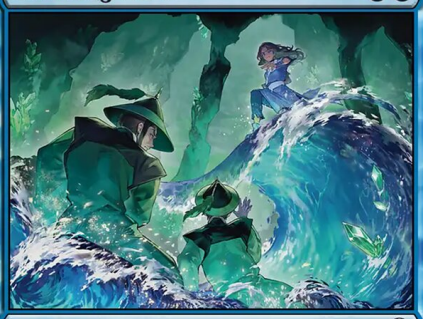
Crashing Wave



Sorcery

As an additional cost to cast this spell, waterbend {X}. *(While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)*

Tap up to X target creatures, then distribute three stun counters among tapped creatures your opponents control. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

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