Stall for Time

{2}{W}

Instant

Kicker {1}{U} *(You may pay an additional {1}{U} as you cast this spell.)*

Tap up to two target creatures. If this spell was kicked, put a stun counter on each of those creatures. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Draw a card.

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DMU • EN Ryan Alexander Lee

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