Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3

Mercurial Geists



Creature – Spirit

Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.

Lake Hurwitz

1/3