
Mercurial Geists
Creature — Spirit
Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.
"Procedural misstep: provocation of geists for the purpose of yielding more energy can compromise containment units. Next action: clean up mess."
—Laboratory notes
1/3
186/205 U
EMN • EN
Lake Hurwitz
™ & © 2016 Wizards of the Coast


Mercurial Geists
Creature — Spirit
Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.
"Procedural misstep: provocation of geists for the purpose of yielding more energy can compromise containment units. Next action: clean up mess."
—Laboratory notes
1/3
186/205 U
EMN • EN
Lake Hurwitz
™ & © 2016 Wizards of the Coast


Mercurial Geists
Creature — Spirit
Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.
"Procedural misstep: provocation of geists for the purpose of yielding more energy can compromise containment units. Next action: clean up mess."
—Laboratory notes
1/3
186/205 U
EMN • EN
Lake Hurwitz
™ & © 2016 Wizards of the Coast


Mercurial Geists
Creature — Spirit
Flying
Whenever you cast an instant or sorcery spell, Mercurial Geists gets +3/+0 until end of turn.
"Procedural misstep: provocation of geists for the purpose of yielding more energy can compromise containment units. Next action: clean up mess."
—Laboratory notes
1/3
186/205 U
EMN • EN
Lake Hurwitz
™ & © 2016 Wizards of the Coast