
Gelectrode
Creature — Weird
: Gelectrode deals 1 damage to target creature or player.
Whenever you cast an instant or sorcery spell, you may untap Gelectrode.
"Diametrically opposing energies in self-sealed plasmodermic bubbles make great pets!"
—Trivaz, Izzet mage
0/1
Dan Scott
™ & © 1993–2012 Wizards of the Coast LLC 5/90


Gelectrode
Creature — Weird
: Gelectrode deals 1 damage to target creature or player.
Whenever you cast an instant or sorcery spell, you may untap Gelectrode.
"Diametrically opposing energies in self-sealed plasmodermic bubbles make great pets!"
—Trivaz, Izzet mage
0/1
Dan Scott
™ & © 1993–2012 Wizards of the Coast LLC 5/90


Gelectrode
Creature — Weird
: Gelectrode deals 1 damage to target creature or player.
Whenever you cast an instant or sorcery spell, you may untap Gelectrode.
"Diametrically opposing energies in self-sealed plasmodermic bubbles make great pets!"
—Trivaz, Izzet mage
0/1
Dan Scott
™ & © 1993–2012 Wizards of the Coast LLC 5/90


Gelectrode
Creature — Weird
: Gelectrode deals 1 damage to target creature or player.
Whenever you cast an instant or sorcery spell, you may untap Gelectrode.
"Diametrically opposing energies in self-sealed plasmodermic bubbles make great pets!"
—Trivaz, Izzet mage
0/1
Dan Scott
™ & © 1993–2012 Wizards of the Coast LLC 5/90