Dungeon Geists 2 🔵 🔵



Creature — Spirit

Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

3/3

Nils Hamm

™ & © 1993–2012 Wizards of the Coast LLC 36/158

Dungeon Geists 2 🔵 🔵

Creature — Spirit

Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

3/3

Nils Hamm

™ & © 1993–2012 Wizards of the Coast LLC 36/158

Dungeon Geists 2 🔵 🔵

Creature — Spirit

Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

3/3

Nils Hamm

™ & © 1993–2012 Wizards of the Coast LLC 36/158

Dungeon Geists 2 🔵 🔵

Creature — Spirit

Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

3/3

Nils Hamm

™ & © 1993–2012 Wizards of the Coast LLC 36/158

Dungeon Geists 2 🔵 🔵

Creature — Spirit

Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

3/3

Nils Hamm

™ & © 1993–2012 Wizards of the Coast LLC 36/158

Dungeon Geists 2 🔵 🔵

Creature — Spirit

Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

3/3

Nils Hamm

™ & © 1993–2012 Wizards of the Coast LLC 36/158

Dungeon Geists 2 🔵 🔵

Creature — Spirit

Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

3/3

Nils Hamm

™ & © 1993–2012 Wizards of the Coast LLC 36/158

Dungeon Geists 2 🔵 🔵

Creature — Spirit

Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

3/3

Nils Hamm

™ & © 1993–2012 Wizards of the Coast LLC 36/158

Dungeon Geists 2 🔵 🔵

Creature — Spirit

Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

3/3

Nils Hamm

™ & © 1993–2012 Wizards of the Coast LLC 36/158