Ghostly Dancers



Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers



Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers



Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers



Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast

Ghostly Dancers

Creature — Spirit

Flying

When Ghostly Dancers enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

R 0013
DSK • EN ✒ Iosh Newton

™ & © 2024 Wizards of the Coast