Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

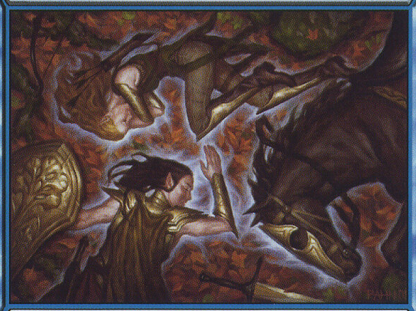
Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

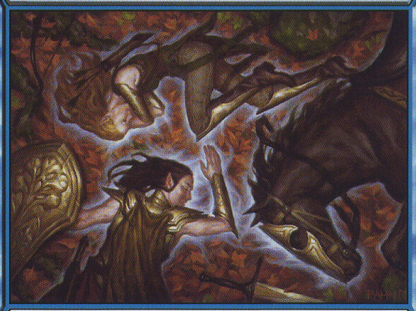
Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

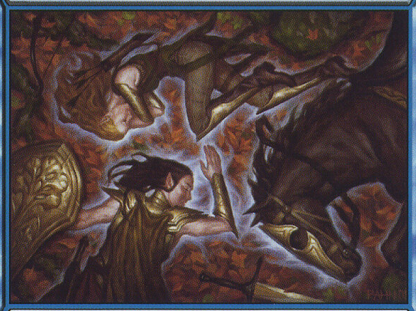
Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

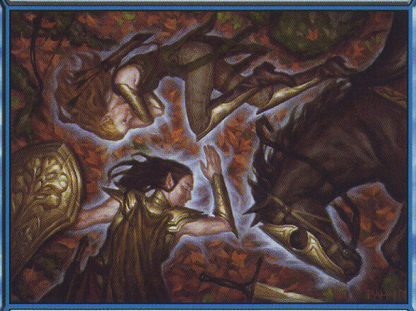
Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U



Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249

Sleep 2 U U

Sorcery

Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.

"I give them dreams so wondrous that they hesitate to return to the world of the conscious."
—Garild, merfolk mage

Chris Rahn

™ & © 1993–2009 Wizards of the Coast LLC 71/249