Tower Geist {3}{U}



Creature — Spirit

Flying

When Tower Geist enters the battlefield, look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.

Jenrik's tower is served by those who once sought to enter it uninvited.

2/2

030/080 U
DDQ • EN Izzy

™ & © 2016 Wizards of the Coast