
Geier Reach Bandit
Creature — Human Rogue Werewolf
Haste
At the beginning of each upkeep, if no spells were cast last turn, transform Geier Reach Bandit.
The cathars realized they had not tracked her—she had led them here.
4/3
3/2
159/297 R
SOI • EN Slawomir Maniak
™ & © 2016 Wizards of the Coast


Geier Reach Bandit
Creature — Human Rogue Werewolf
Haste
At the beginning of each upkeep, if no spells were cast last turn, transform Geier Reach Bandit.
The cathars realized they had not tracked her—she had led them here.
4/3
3/2
159/297 R
SOI • EN Slawomir Maniak
™ & © 2016 Wizards of the Coast


Geier Reach Bandit
Creature — Human Rogue Werewolf
Haste
At the beginning of each upkeep, if no spells were cast last turn, transform Geier Reach Bandit.
The cathars realized they had not tracked her—she had led them here.
4/3
3/2
159/297 R
SOI • EN Slawomir Maniak
™ & © 2016 Wizards of the Coast


Geier Reach Bandit
Creature — Human Rogue Werewolf
Haste
At the beginning of each upkeep, if no spells were cast last turn, transform Geier Reach Bandit.
The cathars realized they had not tracked her—she had led them here.
4/3
3/2
159/297 R
SOI • EN Slawomir Maniak
™ & © 2016 Wizards of the Coast