Guardian of Tazeem 3 🔵🔵



Creature — Sphinx

Flying

Landfall — Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

4/5

078/274 R
BFZ • EN Zack Stella

™ & © 2015 Wizards of the Coast

Guardian of Tazeem 3 🔵🔵

Creature — Sphinx

Flying

Landfall — Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

4/5

078/274 R
BFZ • EN Zack Stella

™ & © 2015 Wizards of the Coast

Guardian of Tazeem 3 🔵🔵

Creature — Sphinx

Flying

Landfall — Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

4/5

078/274 R
BFZ • EN Zack Stella

™ & © 2015 Wizards of the Coast

Guardian of Tazeem 3 🔵🔵

Creature — Sphinx

Flying

Landfall — Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

4/5

078/274 R
BFZ • EN Zack Stella

™ & © 2015 Wizards of the Coast

Guardian of Tazeem 3 🔵🔵

Creature — Sphinx

Flying

Landfall — Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

4/5

078/274 R
BFZ • EN Zack Stella

™ & © 2015 Wizards of the Coast

Guardian of Tazeem 3 🔵🔵

Creature — Sphinx

Flying

Landfall — Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

4/5

078/274 R
BFZ • EN Zack Stella

™ & © 2015 Wizards of the Coast

Guardian of Tazeem 3 🔵🔵

Creature — Sphinx

Flying

Landfall — Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

4/5

078/274 R
BFZ • EN Zack Stella

™ & © 2015 Wizards of the Coast

Guardian of Tazeem 3 🔵🔵

Creature — Sphinx

Flying

Landfall — Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

4/5

078/274 R
BFZ • EN Zack Stella

™ & © 2015 Wizards of the Coast

Guardian of Tazeem 3 🔵🔵

Creature — Sphinx

Flying

Landfall — Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

4/5

078/274 R
BFZ • EN Zack Stella

™ & © 2015 Wizards of the Coast