

Infernal Phantom

3



Creature — Spirit

*Eerie* — Whenever an enchantment you control enters and whenever you fully unlock a Room, Infernal Phantom gets +2/+0 until end of turn.

When Infernal Phantom dies, it deals damage equal to its power to any target.

2/3

U 0141  
DSK • EN Mike Sass

™ & © 2024 Wizards of the Coast

Infernal Phantom

3



Creature — Spirit

*Eerie* — Whenever an enchantment you control enters and whenever you fully unlock a Room, Infernal Phantom gets +2/+0 until end of turn.

When Infernal Phantom dies, it deals damage equal to its power to any target.

2/3

U 0141  
DSK • EN Mike Sass

™ & © 2024 Wizards of the Coast

Infernal Phantom

3



Creature — Spirit

*Eerie* — Whenever an enchantment you control enters and whenever you fully unlock a Room, Infernal Phantom gets +2/+0 until end of turn.

When Infernal Phantom dies, it deals damage equal to its power to any target.

2/3

U 0141  
DSK • EN Mike Sass

™ & © 2024 Wizards of the Coast

Infernal Phantom

3



Creature — Spirit

*Eerie* — Whenever an enchantment you control enters and whenever you fully unlock a Room, Infernal Phantom gets +2/+0 until end of turn.

When Infernal Phantom dies, it deals damage equal to its power to any target.

2/3

U 0141  
DSK • EN Mike Sass

™ & © 2024 Wizards of the Coast