Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}



Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast

Bloodrock Cyclops {2}{R}

Creature — Cyclops

Bloodrock Cyclops attacks each combat if able.

"There are only fifty words in the cyclops language, and ten of them mean 'kill.'"
—Ertai

3/3

297 C
JMP • EN
Alex Horley-Orlandelli
™ & © 2020 Wizards of the Coast