Crackling Cyclops



Creature — Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

What he lacks in depth perception, he makes up for in charged potential.

0/4

C 0083
FDN • EN ✒ Key Walker

™ & © 2024 Wizards of the Coast

Crackling Cyclops

Creature — Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

What he lacks in depth perception, he makes up for in charged potential.

0/4

C 0083
FDN • EN ✒ Key Walker

™ & © 2024 Wizards of the Coast

Crackling Cyclops

Creature — Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

What he lacks in depth perception, he makes up for in charged potential.

0/4

C 0083
FDN • EN ✒ Key Walker

™ & © 2024 Wizards of the Coast

Crackling Cyclops

Creature — Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

What he lacks in depth perception, he makes up for in charged potential.

0/4

C 0083
FDN • EN ✒ Key Walker

™ & © 2024 Wizards of the Coast

Crackling Cyclops



Creature — Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

What he lacks in depth perception, he makes up for in charged potential.

0/4

C 0083
FDN • EN ✒ Key Walker

™ & © 2024 Wizards of the Coast

Crackling Cyclops

Creature — Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

What he lacks in depth perception, he makes up for in charged potential.

0/4

C 0083
FDN • EN ✒ Key Walker

™ & © 2024 Wizards of the Coast

Crackling Cyclops

Creature — Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

What he lacks in depth perception, he makes up for in charged potential.

0/4

C 0083
FDN • EN ✒ Key Walker

™ & © 2024 Wizards of the Coast

Crackling Cyclops



Creature — Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

What he lacks in depth perception, he makes up for in charged potential.

0/4

C 0083
FDN • EN ✒ Key Walker

™ & © 2024 Wizards of the Coast

Crackling Cyclops

Creature — Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

What he lacks in depth perception, he makes up for in charged potential.

0/4

C 0083
FDN • EN ✒ Key Walker

™ & © 2024 Wizards of the Coast

Crackling Cyclops

Creature — Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

What he lacks in depth perception, he makes up for in charged potential.

0/4

C 0083
FDN • EN ✒ Key Walker

™ & © 2024 Wizards of the Coast