Numbing Jellyfish 3



Host Creature — Jellyfish

When this creature enters the battlefield, roll a six-sided die. Target player puts the top X cards of his or her library into his or her graveyard, where X is the result.

2/3

042/216 C
UST • EN Matt Dixon

™ & © 2017 Wizards of the Coast

Numbing Jellyfish 3

Host Creature — Jellyfish

When this creature enters the battlefield, roll a six-sided die. Target player puts the top X cards of his or her library into his or her graveyard, where X is the result.

2/3

042/216 C
UST • EN Matt Dixon

™ & © 2017 Wizards of the Coast

Numbing Jellyfish 3

Host Creature — Jellyfish

When this creature enters the battlefield, roll a six-sided die. Target player puts the top X cards of his or her library into his or her graveyard, where X is the result.

2/3

042/216 C
UST • EN Matt Dixon

™ & © 2017 Wizards of the Coast

Numbing Jellyfish 3

Host Creature — Jellyfish

When this creature enters the battlefield, roll a six-sided die. Target player puts the top X cards of his or her library into his or her graveyard, where X is the result.

2/3

042/216 C
UST • EN Matt Dixon

™ & © 2017 Wizards of the Coast

Numbing Jellyfish 3



Host Creature — Jellyfish

When this creature enters the battlefield, roll a six-sided die. Target player puts the top X cards of his or her library into his or her graveyard, where X is the result.

2/3

042/216 C
UST • EN Matt Dixon

™ & © 2017 Wizards of the Coast