Billowing Shriekmass 3



Creature — Spirit

Flying

When this creature enters, mill three cards. *(Put the top three cards of your library into your graveyard.)*

Threshold — This creature gets +2/+1 as long as there are seven or more cards in your graveyard.

2/3

U 0056
FDN • EN Brent Hollowell

™ & © 2024 Wizards of the Coast

Billowing Shriekmass 3

Creature — Spirit

Flying

When this creature enters, mill three cards. *(Put the top three cards of your library into your graveyard.)*

Threshold — This creature gets +2/+1 as long as there are seven or more cards in your graveyard.

2/3

U 0056
FDN • EN Brent Hollowell

™ & © 2024 Wizards of the Coast

Billowing Shriekmass 3

Creature — Spirit

Flying

When this creature enters, mill three cards. *(Put the top three cards of your library into your graveyard.)*

Threshold — This creature gets +2/+1 as long as there are seven or more cards in your graveyard.

2/3

U 0056
FDN • EN Brent Hollowell

™ & © 2024 Wizards of the Coast

Billowing Shriekmass 3

Creature — Spirit

Flying

When this creature enters, mill three cards. *(Put the top three cards of your library into your graveyard.)*

Threshold — This creature gets +2/+1 as long as there are seven or more cards in your graveyard.

2/3

U 0056
FDN • EN Brent Hollowell

™ & © 2024 Wizards of the Coast