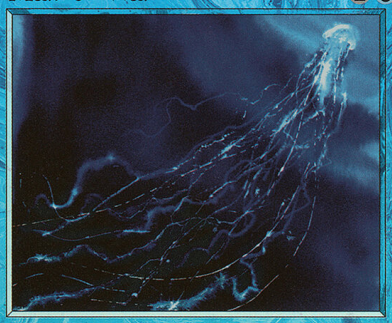
Man-o'-War 2 🜄



Creature — Jellyfish ARENA

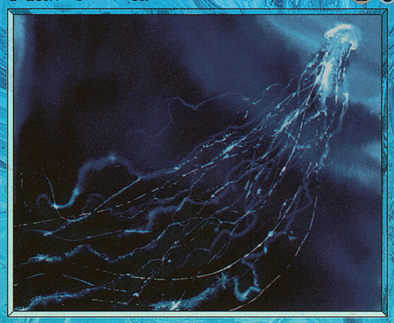
When Man-o'-War comes into play, return target creature to its owner's hand.

"Beauty to the eye does not always translate to the touch."
—Naimah, Femeref philosopher

Illus. Jon J Muth
™ & © 1993–2001 Wizards of the Coast, Inc.

2/2

Man-o'-War 2 🜄



Creature — Jellyfish ARENA

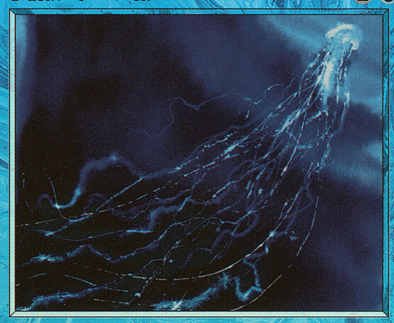
When Man-o'-War comes into play, return target creature to its owner's hand.

"Beauty to the eye does not always translate to the touch."
—Naimah, Femeref philosopher

Illus. Jon J Muth
™ & © 1993–2001 Wizards of the Coast, Inc.

2/2

Man-o'-War 2 🜄



Creature — Jellyfish ARENA

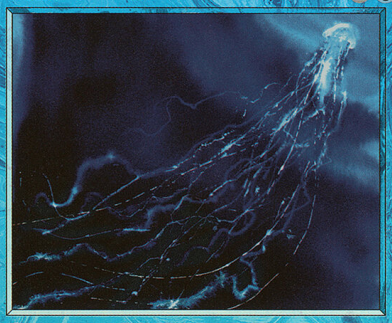
When Man-o'-War comes into play, return target creature to its owner's hand.

"Beauty to the eye does not always translate to the touch."
—Naimah, Femeref philosopher

Illus. Jon J Muth
™ & © 1993–2001 Wizards of the Coast, Inc.

2/2

Man-o'-War 2 🜄



Creature — Jellyfish ARENA

When Man-o'-War comes into play, return target creature to its owner's hand.

"Beauty to the eye does not always translate to the touch."
—Naimah, Femeref philosopher

Illus. Jon J Muth
™ & © 1993–2001 Wizards of the Coast, Inc.

2/2