Aloe Alchemist 1



Creature — Plant Warlock

Trample

When Aloe Alchemist becomes plotted, target creature gets +3/+2 and gains trample until end of turn.

Plot 1 *(You may pay 1 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*

3/2

U 0152
OTJ • EN Boria Pindado

™ & © 2024 Wizards of the Coast

Aloe Alchemist 1



Creature — Plant Warlock

Trample

When Aloe Alchemist becomes plotted, target creature gets +3/+2 and gains trample until end of turn.

Plot 1 *(You may pay 1 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*

3/2

U 0152
OTJ • EN Boria Pindado

™ & © 2024 Wizards of the Coast

Aloe Alchemist 1



Creature — Plant Warlock

Trample

When Aloe Alchemist becomes plotted, target creature gets +3/+2 and gains trample until end of turn.

Plot 1 *(You may pay 1 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*

3/2

U 0152
OTJ • EN Boria Pindado

™ & © 2024 Wizards of the Coast

Aloe Alchemist 1



Creature — Plant Warlock

Trample

When Aloe Alchemist becomes plotted, target creature gets +3/+2 and gains trample until end of turn.

Plot 1 *(You may pay 1 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*

3/2

U 0152
OTJ • EN Boria Pindado

™ & © 2024 Wizards of the Coast