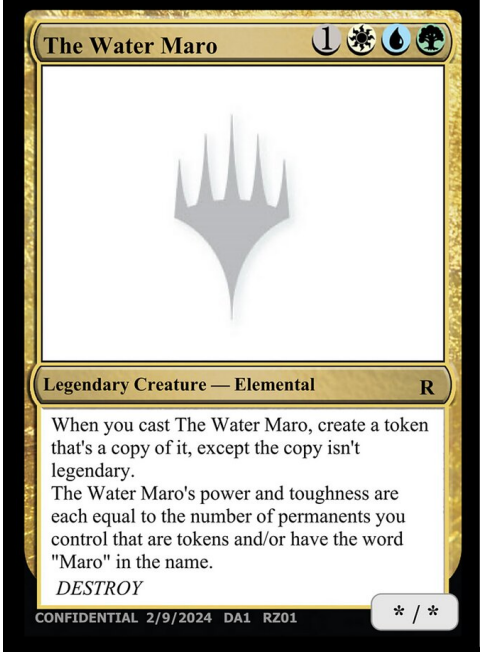

The Water Maro
Legendary Creature — Elemental
R
When you cast The Water Maro, create a token that's a copy of it, except the copy isn't legendary.
The Water Maro's power and toughness are each equal to the number of permanents you control that are tokens and/or have the word "Maro" in the name.
DESTROY
CONFIDENTIAL 2/9/2024 DA1 RZ01
* / *
The Water Maro
Legendary Creature — Elemental
R
When you cast The Water Maro, create a token that's a copy of it, except the copy isn't legendary.
The Water Maro's power and toughness are each equal to the number of permanents you control that are tokens and/or have the word "Maro" in the name.
DESTROY
CONFIDENTIAL 2/9/2024 DA1 RZ01
* / *
The Water Maro
Legendary Creature — Elemental
R
When you cast The Water Maro, create a token that's a copy of it, except the copy isn't legendary.
The Water Maro's power and toughness are each equal to the number of permanents you control that are tokens and/or have the word "Maro" in the name.
DESTROY
CONFIDENTIAL 2/9/2024 DA1 RZ01
* / *


The Water Maro
Legendary Creature — Elemental
R
When you cast The Water Maro, create a token that's a copy of it, except the copy isn't legendary.
The Water Maro's power and toughness are each equal to the number of permanents you control that are tokens and/or have the word "Maro" in the name.
DESTROY
CONFIDENTIAL 2/9/2024 DA1 RZ01
* / *