Ludevic's Test Subject 1🜁



Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁



Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁



Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁



Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264

Ludevic's Test Subject 1🜁

Creature — Lizard

Defender

1🜁: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

13/13

Nils Hamm

0/3

™ & © 1993–2011 Wizards of the Coast LLC 64a/264