MONDO GECKO 1



LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1



LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1



LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1



LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast

MONDO GECKO 1

LEGENDARY CREATURE — LIZARD MUTANT

1, Discard a card: Until end of turn, Mondo Gecko becomes the color of your choice and gains hexproof from that color.

Whenever Mondo Gecko deals combat damage to a player, draw a card for each color among permanents you control.

2/3

M 0231
TMT • EN • FLOREY

©2026 Viacom.
™ & © 2026 Wizards of the Coast