Life of the Party



Creature — Elemental

First strike, trample, haste

Whenever Life of the Party attacks, it gets +X/+0 until end of turn, where X is the number of creatures you control.

When Life of the Party enters the battlefield, if it's not a token, each opponent creates a token that's a copy of it. The tokens are goaded for the rest of the game. *(They attack each combat if able and attack a player other than you if able.)*

0/1

048/093 R
NCC • EN Brian Valeza
™ & © 2022 Wizards of the Coast

Life of the Party

Creature — Elemental

First strike, trample, haste

Whenever Life of the Party attacks, it gets +X/+0 until end of turn, where X is the number of creatures you control.

When Life of the Party enters the battlefield, if it's not a token, each opponent creates a token that's a copy of it. The tokens are goaded for the rest of the game. *(They attack each combat if able and attack a player other than you if able.)*

0/1

048/093 R
NCC • EN Brian Valeza
™ & © 2022 Wizards of the Coast

Life of the Party

Creature — Elemental

First strike, trample, haste

Whenever Life of the Party attacks, it gets +X/+0 until end of turn, where X is the number of creatures you control.

When Life of the Party enters the battlefield, if it's not a token, each opponent creates a token that's a copy of it. The tokens are goaded for the rest of the game. *(They attack each combat if able and attack a player other than you if able.)*

0/1

048/093 R
NCC • EN Brian Valeza
™ & © 2022 Wizards of the Coast

Life of the Party

Creature — Elemental

First strike, trample, haste

Whenever Life of the Party attacks, it gets +X/+0 until end of turn, where X is the number of creatures you control.

When Life of the Party enters the battlefield, if it's not a token, each opponent creates a token that's a copy of it. The tokens are goaded for the rest of the game. *(They attack each combat if able and attack a player other than you if able.)*

0/1

048/093 R
NCC • EN Brian Valeza
™ & © 2022 Wizards of the Coast