



**Card name :** Bioplasm

**Mana Cost :** 3

**Types :** Creature - Ooze

**Card Text :** Whenever Bioplasm attacks, remove the top card of your library from the game. If it's a creature card, Bioplasm gets +2/+1 until end of turn. When X is the removed creature card's power and Y is its toughness, if X+Y is a card, not in play is 0.

**P/T :** 4 / 4

**Expansion :** Guildpact

**Rarity :** Rare