The Mimeoplasm 2



Legendary Creature — Ooze

As The Mimeoplasm enters the battlefield, you may exile two creature cards from graveyards. If you do, it enters the battlefield as a copy of one of those cards with a number of additional +1/+1 counters on it equal to the power of the other card.

0/0

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 210/318

The Mimeoplasm 2

Legendary Creature — Ooze

As The Mimeoplasm enters the battlefield, you may exile two creature cards from graveyards. If you do, it enters the battlefield as a copy of one of those cards with a number of additional +1/+1 counters on it equal to the power of the other card.

0/0

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 210/318

The Mimeoplasm 2

Legendary Creature — Ooze

As The Mimeoplasm enters the battlefield, you may exile two creature cards from graveyards. If you do, it enters the battlefield as a copy of one of those cards with a number of additional +1/+1 counters on it equal to the power of the other card.

0/0

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 210/318

The Mimeoplasm 2



Legendary Creature — Ooze

As The Mimeoplasm enters the battlefield, you may exile two creature cards from graveyards. If you do, it enters the battlefield as a copy of one of those cards with a number of additional +1/+1 counters on it equal to the power of the other card.

0/0

Svetlin Velinov

™ & © 1993–2011 Wizards of the Coast LLC 210/318