Scavenging Ooze {1}{G}



Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}



Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}



Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}



Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC

Scavenging Ooze {1}{G}

Creature — Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Dan Scott

2/2

™ & © 2013 Wizards of the Coast LLC