Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One



Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast

Experiment One

Creature — Human Ooze

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One. *(The next time this creature would be destroyed, instead tap it, remove it from combat, and heal all damage on it.)*

1/1

U 0137
RVR • EN Chase Stone
™ & © 2024 Wizards of the Coast