Algae Gharial

3



Creature — Crocodile

Shroud *(This creature can't be the target of spells or abilities.)*

Whenever another creature dies, you may put a +1/+1 counter on Algae Gharial.

It lurks just under the surface, using the algae-choked tar pits of Jund as both home and hunting blind.

1/1

137/249 U
MM2 • EN
Michael Ryan

™ & © 2015 Wizards of the Coast

Algae Gharial

3

Creature — Crocodile

Shroud *(This creature can't be the target of spells or abilities.)*

Whenever another creature dies, you may put a +1/+1 counter on Algae Gharial.

It lurks just under the surface, using the algae-choked tar pits of Jund as both home and hunting blind.

1/1

137/249 U
MM2 • EN
Michael Ryan

™ & © 2015 Wizards of the Coast

Algae Gharial

3

Creature — Crocodile

Shroud *(This creature can't be the target of spells or abilities.)*

Whenever another creature dies, you may put a +1/+1 counter on Algae Gharial.

It lurks just under the surface, using the algae-choked tar pits of Jund as both home and hunting blind.

1/1

137/249 U
MM2 • EN
Michael Ryan

™ & © 2015 Wizards of the Coast

Algae Gharial

3



Creature — Crocodile

Shroud *(This creature can't be the target of spells or abilities.)*

Whenever another creature dies, you may put a +1/+1 counter on Algae Gharial.

It lurks just under the surface, using the algae-choked tar pits of Jund as both home and hunting blind.

1/1

137/249 U
MM2 • EN
Michael Ryan

™ & © 2015 Wizards of the Coast

Algae Gharial

3

Creature — Crocodile

Shroud *(This creature can't be the target of spells or abilities.)*

Whenever another creature dies, you may put a +1/+1 counter on Algae Gharial.

It lurks just under the surface, using the algae-choked tar pits of Jund as both home and hunting blind.

1/1

137/249 U
MM2 • EN
Michael Ryan

™ & © 2015 Wizards of the Coast

Algae Gharial

3

Creature — Crocodile

Shroud *(This creature can't be the target of spells or abilities.)*

Whenever another creature dies, you may put a +1/+1 counter on Algae Gharial.

It lurks just under the surface, using the algae-choked tar pits of Jund as both home and hunting blind.

1/1

137/249 U
MM2 • EN
Michael Ryan

™ & © 2015 Wizards of the Coast

Algae Gharial

3



Creature — Crocodile

Shroud *(This creature can't be the target of spells or abilities.)*

Whenever another creature dies, you may put a +1/+1 counter on Algae Gharial.

It lurks just under the surface, using the algae-choked tar pits of Jund as both home and hunting blind.

1/1

137/249 U
MM2 • EN
Michael Ryan

™ & © 2015 Wizards of the Coast

Algae Gharial

3

Creature — Crocodile

Shroud *(This creature can't be the target of spells or abilities.)*

Whenever another creature dies, you may put a +1/+1 counter on Algae Gharial.

It lurks just under the surface, using the algae-choked tar pits of Jund as both home and hunting blind.

1/1

137/249 U
MM2 • EN
Michael Ryan

™ & © 2015 Wizards of the Coast

Algae Gharial

3

Creature — Crocodile

Shroud *(This creature can't be the target of spells or abilities.)*

Whenever another creature dies, you may put a +1/+1 counter on Algae Gharial.

It lurks just under the surface, using the algae-choked tar pits of Jund as both home and hunting blind.

1/1

137/249 U
MM2 • EN
Michael Ryan

™ & © 2015 Wizards of the Coast