


### Acidic Slime

3



**Creature — Ooze**

Deathtouch (Creatures dealt damage by this creature are destroyed. You can divide this creature's combat damage among any of the creatures blocking or blocked by it.)

When Acidic Slime enters the battlefield, destroy target artifact, enchantment, or land.

2/2

Karl Kopinski

### Adaptive Automaton

3



**Artifact Creature — Construct**

As Adaptive Automaton enters the battlefield, choose a creature type.

Adaptive Automaton is the chosen type in addition to its other types.

Other creatures you control of the chosen type get +1/+1.

Such loyalty can only be made.

2/2

Igor Kieryluk

### Aeve, Progenitor Ooze

2



**Legendary Creature — Ooze**

Storm (When you cast this spell, copy it for each spell cast before it this turn. Copies become tokens.)

Aeve, Progenitor Ooze isn't legendary if it's a token.

Aeve enters the battlefield with a +1/+1 counter on it for each other Ooze you control.

2/2

148/303 R  
MH2 • EN • ANDREW MAR

### Ancient Ooze

5



**Creature — Ooze**

Ancient Ooze's power and toughness are each equal to the total converted mana cost of other creatures you control.

The ooze has always been. The ooze will always be.

11/11

Illus. Erica Gassalasca-Jape

### Barkchannel Pathway

Land



☙: Add ♣.

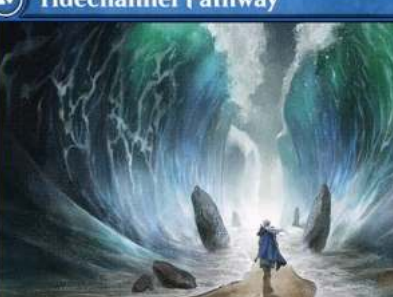
"Listen! The trees tell tales of their ancestors in the whisper-song of leaves."  
—Inga Rune-Eyes

Land ☙: Add ♣

251/285 R  
KHM • EN • DANIEL LUNGGREN

### Tidechannel Pathway

Land



☙: Add ♠.


"Trust in the path, and it will bear you to safety."  
—Inga Rune-Eyes

Land ☙: Add ♠

251/285 R  
KHM • EN • DANIEL LUNGGREN

### Biogenic Ooze

3



**Creature — Ooze**

When Biogenic Ooze enters the battlefield, create a 2/2 green Ooze creature token.

At the beginning of your end step, put a +1/+1 counter on each Ooze you control.

1 ♣♣♣: Create a 2/2 green Ooze creature token.

2/2

122/259 M  
RNA • EN • LAKE HURWITZ

### Biowaste Blob

2



**Creature — Ooze**

Oozes you control get +1/+1.

At the beginning of your upkeep, if you control a commander, create a token that's a copy of Biowaste Blob.

"The Simic will be fined for contaminating the waterways. In the meantime, seize that blob!"  
—Arrester Polgar

0/0

219/361 R  
CMR • EN • SIMON DOMINIC

### Branching Evolution

2



**Enchantment**

If one or more +1/+1 counters would be put on a creature you control, twice that many +1/+1 counters are put on that creature instead.

"Is it the water? The stars? Whatever it is, something incredible is happening here."  
—Eris, zoologist, journal entry

029/078 R  
JMP • EN • TOMASZ JEDRUSZEK



### Call to the Kindred

3

**Enchantment — Aura**

Enchant creature

At the beginning of your upkeep, you may look at the top five cards of your library. If you do, you may put a creature card that shares a creature type with enchanted creature from among them onto the battlefield, then you put the rest of those cards on the bottom of your library in any order.

— Jason A. Engle

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### Castle Garenbrig

**Land**

Castle Garenbrig enters the battlefield tapped unless you control a Forest.

☞: Add ♣.

2 ♣♣, ☞: Add six ♣. Spend this mana only to cast creature spells or activate abilities of creatures.

*Without Garenbrig's strength, the realm would succumb to the wilds.*

240/269 R  
ELD • EN — ADAM POUETTE

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### Command Tower

**Land**

☞: Add to your mana pool one mana of any color in your commander's color identity.

*When defeat is near and guidance is scarce, all eyes look in one direction.*

— Ryan Yee

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### Consuming Blob

3

**Creature — Ooze**

Consuming Blob's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.

At the beginning of your end step, create a green Ooze creature token with "This creature's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1."

\*/\*\*+1

177/277 M  
MID • EN — SIMON DOMINIC

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### Consumptive Goo

**Creature — Ooze**

2 ☠☠☠: Target creature gets -1/-1 until end of turn. Put a +1/+1 counter on Consumptive Goo.

*Silent as fog and relentless as plague, it is wet, creeping death.*

Illus. Carl Critchlow

™ & © 1993–2003 Wizards of the Coast, Inc. 02/143

1/1

### Corrosive Ooze

1

**Creature — Ooze**

Whenever Corrosive Ooze blocks or becomes blocked by an equipped creature, destroy all Equipment attached to that creature at end of combat.

*Nothing tastes finer to an ooze than a priceless family heirloom.*

2/2

158/269 C  
DOM • EN — DANIEL LUNGRÉN

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### Cultivate

2

**Sorcery**

Search your library for up to two basic land cards, reveal those cards, and put one onto the battlefield tapped and the other into your hand. Then shuffle your library.

*All seeds share a common bond, calling to each other across infinity.*

— Anthony Palumbo

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### Darkbore Pathway

**Land**

☞: Add ♠.

*"Hush, and stay still. No matter how dreary the darkness, a light in the Skelle Mire is never a good sign."  
— Haugar, Kannah wayfinder*

Land ☞: Add ♠.

254/285 R  
KHM • EN — JOHANNES VOSS

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### Slitherbore Pathway

**Land**

☞: Add ♣.

*"The Cosmos Serpent carved these tunnels, and his echo remains, a twisting aura of ferocity and boundless growth."  
— Haugar, Kannah wayfinder*

Land ☞: Add ♣.

254/285 R  
KHM • EN — JOHANNES VOSS

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**Death's Presence** 5



**Enchantment**

Whenever a creature you control dies, put X +1/+1 counters on target creature you control, where X is the power of the creature that died.

*"We traffic in flesh, not souls. Still, it's a shame to let anything go to waste."*  
—Cevraya, Gulgari shaman

—Ryan Barger  
TM & © 2012 Wizards of the Coast, Inc. 112/214

**Deathspout** 1



**Instant**

Destroy target creature. Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

*"They say nothing lasts forever. I say everything lasts forever, just not in the form you may be accustomed to."*  
—Vraska

189/264 U  
WAR • EN — Seb McKinnon TM & © 2019 Wizards of the Coast

**Dimir Signet** 2



**Artifact**

1, ♣: Add ♠♣ to your mana pool.

*An emblem of a secret guild, the Dimir insignia is seen only by its own members—and the doomed.*

—Tim Hildebrandt  
TM & © 1993–2005 Wizards of the Coast, Inc. 260/306

**Experiment Kraj** 2



**Legendary Creature — Ooze Mutant**

Experiment Kraj has all activated abilities of each other creature with a +1/+1 counter on it.

♣: Put a +1/+1 counter on target creature.

*"Of course it will grow beyond control—it was designed to choose its own evolution."*  
—Momir Vig

—Mark Tedin  
TM & © 1993–2005 Wizards of the Coast, Inc. 116/310

**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.

—Chase Stone  
TM & © 2013 Wizards of the Coast, Inc. 119/249

**Farseek** 1



**Sorcery**

Search your library for a Plains, Island, Swamp, or Mountain card and put it into play tapped. Then shuffle your library.

*"How truly vast this city must be, that I have traveled so far and seen so much, yet never once found the place where the buildings fail."*

—Martina Pilicerova  
TM & © 1993–2005 Wizards of the Coast, Inc. 163/306

**Gelatinous Cube** 2



**Creature — Ooze**

**Engulf** — When Gelatinous Cube enters the battlefield, exile target non-Ooze creature an opponent controls until Gelatinous Cube leaves the battlefield.

**Dissolve** — ♣♣: Put target creature card with mana value X exiled with Gelatinous Cube into its owner's graveyard.

—Daniel Junggren  
TM & © 2021 Wizards of the Coast

**Gelatinous Genesis**



**Sorcery**

Put X X/X green Ooze creature tokens onto the battlefield.

*Even as the world was left cracked and gory by the marauding Eldrazi, new life began to drip from its wounds.*

—Daniel Junggren  
TM & © 1993–2010 Wizards of the Coast, LLC 189/241

**Gluttonous Slime** 2



**Creature — Ooze**

**Flash**

**Devour 1** (As this comes into play, you may sacrifice any number of creatures. This creature comes into play with that many +1/+1 counters on it.)

*On Jund, everything eventually ends up in something else's stomach.*

—Trevor Claxton  
TM & © 1993–2009 Wizards of the Coast, Inc. 83/145



<p><b>Gobbling Ooze</b> 4</p>  <p><b>Creature — Ooze</b></p> <p>☙, Sacrifice another creature: Put a +1/+1 counter on Gobbling Ooze.</p> <p><i>The furious citizens blamed the Simic for releasing it in their district. The Simic pointed out that rats were no longer a problem.</i></p> <p>Johann Bodin 3/3</p> <p>© 2012 Wizards of the Coast</p>	<p><b>Golgari Rot Farm</b></p>  <p><b>Land</b></p> <p>Golgari Rot Farm comes into play tapped.</p> <p>When Golgari Rot Farm comes into play, return a land you control to its owner's hand.</p> <p>☙: Add ☙☙ to your mana pool.</p> <p>John Avon</p> <p>© 1993–2005 Wizards of the Coast, Inc. 278/306</p>	<p><b>Green Slime</b> 2</p>  <p><b>Creature — Ooze</b></p> <p>Flash</p> <p>When Green Slime enters the battlefield, counter target activated or triggered ability from an artifact or enchantment source. If a permanent's ability is countered this way, destroy that permanent.</p> <p>Foretell ☙ (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)</p> <p>680 CLB • EN • IGOR KIEVLYUK 2/2</p> <p>© 2022 Wizards of the Coast</p>
<p><b>Growth Spiral</b></p>  <p><b>Instant</b></p> <p>Draw a card. You may put a land card from your hand onto the battlefield.</p> <p><i>Cyclical and spiral patterns are the specialty of the Gyre Clade, which seeks to revitalize the cycles of nature.</i></p> <p>178/259 C RNA • EN • SEB MCKINNON</p> <p>© 2019 Wizards of the Coast</p>	<p><b>Gutter Grime</b> 4</p>  <p><b>Enchantment</b></p> <p>Whenever a nontoken creature you control dies, put a slime counter on Gutter Grime, then put a green Ooze creature token onto the battlefield with “This creature’s power and toughness are each equal to the number of slime counters on Gutter Grime.”</p> <p>Erica Yang</p> <p>© 2013–2019 Wizards of the Coast LLC 189/241</p>	<p><b>Hadana's Climb</b> 1</p>  <p><b>Legendary Enchantment</b></p> <p>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if that creature has three or more +1/+1 counters on it, transform Hadana's Climb.</p> <p><i>Hadana seeks power in the service of peace.</i></p> <p>158/196 R RIX • EN • TITUS LUNTER</p> <p>© 2018 Wizards of the Coast</p>
<p><b>WINGED TEMPLE OF ORAZCA</b></p>  <p><b>Legendary Land</b></p> <p>(Transforms from Hadana's Climb.)</p> <p>☙: Add one mana of any color to your mana pool.</p> <p>1 ☙☙☙, ☙: Target creature you control gains flying and gets +X/+X until end of turn, where X is its power.</p> <p>158/196 R RIX • EN • TITUS LUNTER</p> <p>© 2018 Wizards of the Coast</p>	<p><b>Hardened Scales</b></p>  <p><b>Enchantment</b></p> <p>If one or more +1/+1 counters would be placed on a creature you control, that many plus one +1/+1 counters are placed on it instead.</p> <p><i>“Naga shed their scales. We wear ours with pride.”</i> —Golran, dragonscale captain</p> <p>133/269 R KTK • EN • MARK WINTERS</p> <p>© 2014 Wizards of the Coast</p>	<p><b>Hive of the Eye Tyrant</b></p>  <p><b>Land</b></p> <p>If you control two or more other lands, Hive of the Eye Tyrant enters the battlefield tapped.</p> <p>☙: Add ☙.</p> <p>3 ☙: Until end of turn, Hive of the Eye Tyrant becomes a 3/3 black Beholder creature with menace and “Whenever this creature attacks, exile target card from defending player's graveyard.” It's still a land.</p> <p>258/281 R AFR • EN • JOHANNES VOSS</p> <p>© 2021 Wizards of the Coast</p>



**Icon of Ancestry** 3



**Artifact** M20

As Icon of Ancestry enters the battlefield, choose a creature type.

Creatures you control of the chosen type get +1/+1.

3, ♣: Look at the top three cards of your library. You may reveal a creature card of the chosen type from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

229/280 R  
M20 • EN • CHRIS SEAMAN  
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**Inexorable Blob** 2



**Creature — Ooze**

**Delirium** — Whenever Inexorable Blob attacks, if there are four or more card types among cards in your graveyard, put a 3/3 green Ooze creature token onto the battlefield tapped and attacking.

3/3

212/287 R  
SO1 • EN • NILS HAMM  
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**Kodama's Reach** 2



**Sorcery — Arcane** TTT

Search your library for two basic land cards, reveal those cards, and put one into play tapped and the other into your hand. Then shuffle your library.

*"The land grows only where the kami will it."*  
—Dosan the Falling Leaf

Heather Hudson  
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**Manaplasm** 2



**Creature — Ooze**

Whenever you play a spell, Manaplasm gets +X/+X until end of turn, where X is that spell's converted mana cost.

*Urak froze when he heard it. That was his first mistake. He turned and cast a dramatic ward spell. That was his last.*

Daarken  
™ & © 1993–2008 Wizards of the Coast, Inc. 138/249

**Mephitic Ooze** 4



**Creature — Ooze**

Mephitic Ooze gets +1/+0 for each artifact you control.

Whenever Mephitic Ooze deals combat damage to a creature, destroy that creature. The creature can't be regenerated.

*In Mephidross, refuse doesn't last long—it's all scavenged, reanimated, or consumed.*

Alex Horley-Orlandelli  
™ & © 1993–2004 Wizards of the Coast, Inc. 47/165

**Migration Path** 3



**Sorcery**

Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

Cycling 2 (2, Discard this card: Draw a card.)

164/274 U  
IKO • EN • GRZEGORZ RUTKOWSKI  
™ & © 2020 Wizards of the Coast

**Miming Slime** 2



**Sorcery**

Put an X/X green Ooze creature token onto the battlefield, where X is the greatest power among creatures you control.

*"We paid the Simic very well for this capability, but we should quickly recoup our expenses in saved wages."*  
—Milana, Orzhov prelate

Svetlin Velinov  
™ & © 2013 Wizards of the Coast 146/249

**Mitotic Slime** 4



**Creature — Ooze** M11

When Mitotic Slime is put into a graveyard from the battlefield, put two 2/2 green Ooze creature tokens onto the battlefield. They have "When this creature is put into a graveyard, put two 1/1 green Ooze creature tokens onto the battlefield."

4/4

Raymond Swanland  
™ & © 1993–2010 Wizards of the Coast LLC 148/249

**Mystic Genesis** 2



**Instant**

Counter target spell. Put an X/X green Ooze creature token onto the battlefield, where X is that spell's converted mana cost.

*"The Simic can grow anything out of a puddle of sludge. I just hope they never join forces with the Golgari."*  
—Teysa Karlov, Grand Envoy of Orzhov

Mike Bierek  
™ & © 2013 Wizards of the Coast 180/249



### Nature's Lore

1

**Sorcery**

Search your library for a Forest card, put that card onto the battlefield, then shuffle.

*From the cracks in the stone, she reads stories of the past. From the swirling vines, she glimpses visions of the future.*

170/261 U  
DHR • EN • JULIE DILLON

### Necroplasm

1

**Creature — Ooze**

At the beginning of your upkeep, put a +1/+1 counter on Necroplasm.

At the end of your turn, destroy each creature with converted mana cost equal to the number of +1/+1 counters on Necroplasm.

Dredge 2

rk post

1/1

199/2005 Wizards of the Coast, Inc. 98/306

### Necrotic Ooze

2

**Creature — Ooze**

As long as Necrotic Ooze is on the battlefield, it has all activated abilities of all creature cards in all graveyards.

*"To death all must go, and so in death lies ultimate power."*  
—Geth, Lord of the Vault

James Ryman

4/3

199/2010 Wizards of the Coast LLC 72/249

### Obelisk of Urd

6

**Artifact**

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

As Obelisk of Urd enters the battlefield, choose a creature type.

Creatures you control of the chosen type get +2/+2.

222/269 R  
M15 • EN • JOHN SEVERIN BRASSILL

### Ochre Jelly

X

**Creature — Ooze**

Trample

Ochre Jelly enters the battlefield with X +1/+1 counters on it.

Split — When Ochre Jelly dies, if it had two or more +1/+1 counters on it, create a token that's a copy of it at the beginning of the next end step. The token enters the battlefield with half that many +1/+1 counters on it, rounded down.

0/0

196/281 R  
AFR • EN • DAARKEN

### Ooze Flux

3

**Enchantment**

1, Remove one or more +1/+1 counters from among creatures you control: Put an X/X green Ooze creature token onto the battlefield, where X is the number of +1/+1 counters removed this way.

Zoltan Boros

199/2010 Wizards of the Coast 73/249

### Opal Palace

Land

•: Add 1 to your mana pool.

1, •: Add to your mana pool one mana of any color in your commander's color identity. If you spend this mana to cast your commander, it enters the battlefield with a number of +1/+1 counters on it equal to the number of times it's been cast from the command zone this game.

Andreas Rocha

199/2010 Wizards of the Coast 310/356

### Oran-Rief Ooze

2

**Creature — Ooze**

When Oran-Rief Ooze enters the battlefield, put a +1/+1 counter on target creature you control.

Whenever Oran-Rief Ooze attacks, put a +1/+1 counter on each attacking creature with a +1/+1 counter on it.

2/2

198/280 R  
ZNR • EN • DAARKEN

### Ozolir, the Shattered Spire

1

**Legendary Artifact**

If one or more +1/+1 counters would be put on an artifact or creature you control, that many plus one +1/+1 counters are put on it instead.

1, •: Put a +1/+1 counter on target artifact or creature you control. Activate only as a sorcery.

Cycling 2 (2, Discard this card: Draw a card.)

0198  
MOM • EN • DAARKEN

199/2023 Wizards of the Coast



<p><b>Parallel Lives</b> 3</p>  <p><b>Enchantment</b></p> <p>If an effect would put one or more tokens onto the battlefield under your control, it puts twice that many of those tokens onto the battlefield instead.</p> <p><i>"There will come a time when the only prey left will be each other."</i> —Ulrich of Krallenhorde Pack</p> <p>Steve Prescott TM &amp; © 1993-2013 Wizards of the Coast LLC 199/254</p>	<p><b>Plasm Capture</b></p>  <p><b>Instant</b></p> <p>Counter target spell. At the beginning of your next precombat main phase, add X mana in any combination of colors to your mana pool, where X is that spell's converted mana cost.</p> <p><i>"Everything serves a purpose. Even you."</i> —Vorel of the Hull Clade</p> <p>Chase Stone TM &amp; © 2013 Wizards of the Coast LLC 514/514</p>	<p><b>Predator Ooze</b></p>  <p><b>Creature — Ooze</b></p> <p>Predator Ooze is indestructible. Whenever Predator Ooze attacks, put a +1/+1 counter on it. Whenever a creature dealt damage by Predator Ooze this turn dies, put a +1/+1 counter on Predator Ooze.</p> <p>Ryan Yee TM &amp; © 1993-2013 Wizards of the Coast LLC 124/170</p>
<p><b>Primal Vigor</b> 4</p>  <p><b>Enchantment</b></p> <p>If one or more tokens would be put onto the battlefield, twice that many of those tokens are put onto the battlefield instead.</p> <p>If one or more +1/+1 counters would be placed on a creature, twice that many +1/+1 counters are placed on that creature instead.</p> <p>Matt Stewart TM &amp; © 2013 Wizards of the Coast LLC 162/236</p>	<p><b>Prime Speaker Vannifar</b> 2</p>  <p><b>Legendary Creature — Elf Ooze Wizard</b></p> <p>☞, Sacrifice another creature: Search your library for a creature card with converted mana cost equal to 1 plus the sacrificed creature's converted mana cost, put that card onto the battlefield, then shuffle your library. Activate this ability only any time you could cast a sorcery.</p> <p>195/259 M RNA • EN • KIERAN YANNER TM &amp; © 2019 Wizards of the Coast</p>	<p><b>Putrefy</b> 1</p>  <p><b>Instant</b></p> <p>Destroy target artifact or creature. It can't be regenerated.</p> <p><i>"All matter, animate or not, rots when exposed to time. We merely speed up the process."</i> —Ezoc, Golgari rot farmer</p> <p>Jim Nelson TM &amp; © 1993-2013 Wizards of the Coast LLC 221/306</p>
<p><b>Ravenous Slime</b> 2</p>  <p><b>Creature — Ooze</b></p> <p>Ravenous Slime can't be blocked by creatures with power 2 or less.</p> <p>If a creature an opponent controls would die, instead exile it and put a number of +1/+1 counters equal to that creature's power on Ravenous Slime.</p> <p><i>Death eventually wiggles toward us all.</i></p> <p>034/307 R C18 • EN • FELIP BURBURIAN TM &amp; © 2018 Wizards of the Coast</p>	<p><b>Scavenging Ooze</b> 1</p>  <p><b>Creature — Ooze</b></p> <p>☞: 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.</p> <p><i>In nature, not a single bone or scrap of flesh goes to waste.</i></p> <p>Austin Hsu TM &amp; © 1993-2013 Wizards of the Coast LLC 120/311</p>	<p><b>Simic Ascendancy</b></p>  <p><b>Enchantment</b></p> <p>1 ☞☞: Put a +1/+1 counter on target creature you control.</p> <p>Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.</p> <p>At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.</p> <p>207/259 R RNA • EN • IZZY TM &amp; © 2019 Wizards of the Coast</p>







**Splitting Slime** 3



**Creature — Ooze**

4: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Splitting Slime becomes monstrous, put a token onto the battlefield that's a copy of Splitting Slime. (The token has no counters and isn't monstrous.)

3/3

072/221 R  
CN2 • EN JAMES PAICK  
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**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.

Svetlin Velnov

0/0

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**Uchuulon** 3



**Creature — Crab Ooze Horror**

Uchuulon's power is equal to the number of Crabs, Oozes, and/or Horrors you control.

*Horrific Symbiosis* — At the beginning of your end step, exile up to one target creature card from an opponent's graveyard. If you do, create a token that's a copy of Uchuulon.

\*/4

673  
CLB • EN SAM BURLEY  
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**Umori, the Collector** 2



**Legendary Creature — Ooze**

Companion — Each nonland card in your starting deck shares a card type. (If this card is your chosen companion, you may cast it once from outside the game.)

As Umori, the Collector enters the battlefield, choose a card type.

Spells you cast of the chosen type cost 1 less to cast.

4/5

231/274 R  
1KO • EN JEHAN CHOO  
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**Urban Evolution** 3



**Sorcery**

Draw three cards. You may play an additional land this turn.

*As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.*

Eytan Zana

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**Vanquisher's Banner** 5



**Artifact**

As Vanquisher's Banner enters the battlefield, choose a creature type.

Creatures you control of the chosen type get +1/+1.

Whenever you cast a creature spell of the chosen type, draw a card.

251/279 R  
XLN • EN MELIYOI ČERAN  
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**Voidslime**



**Instant**

Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

"It is technically an ooze, but its lifespan measures only seconds. In that short time, its appetite for magic is extraordinary."  
—Simic research notes

Jim Murray

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**Zagoth Triome**



**Land — Swamp Forest Island**

(: Add , , , or .)

Zagoth Triome enters the battlefield tapped.

Cycling 3 (3, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R  
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**Xavier Sal, Infested Captain**



**Legendary Creature — Human Fungus Pirate**

, Remove a counter from another permanent you control: Populate. Activate only as a sorcery. (Create a token that's a copy of a creature token you control.)

, Sacrifice another creature: Proliferate. Activate only as a sorcery. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/3

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