Simic Ascendancy



Enchantment

1 : Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.

At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.

207/259 R
RNA EN Izzy

™ & © 2019 Wizards of the Coast

Simic Ascendancy

19–20 January 2019

Enchantment

1 : Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.

At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.

207/259 R
RNA EN Izzy

™ & © 2019 Wizards of the Coast

Simic Ascendancy

19–20 January 2019

Enchantment

1 : Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.

At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.

207/259 R
RNA EN Izzy

™ & © 2019 Wizards of the Coast

Simic Ascendancy

19–20 January 2019

Enchantment

1 : Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.

At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.

207/259 R
RNA EN Izzy

™ & © 2019 Wizards of the Coast

Simic Ascendancy

19–20 January 2019

Enchantment

1 : Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.

At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.

207/259 R
RNA EN Izzy

™ & © 2019 Wizards of the Coast

Simic Ascendancy

19–20 January 2019

Enchantment

1 : Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.

At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.

207/259 R
RNA EN Izzy

™ & © 2019 Wizards of the Coast

Simic Ascendancy

19–20 January 2019

Enchantment

1 : Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.

At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.

207/259 R
RNA EN Izzy

™ & © 2019 Wizards of the Coast

Simic Ascendancy

19–20 January 2019

Enchantment

1 : Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.

At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.

207/259 R
RNA EN Izzy

™ & © 2019 Wizards of the Coast

Simic Ascendancy

19–20 January 2019

Enchantment

1 : Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.

At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.

207/259 R
RNA EN Izzy

™ & © 2019 Wizards of the Coast