Grell Philosopher 2U



Creature — Horror Wizard

Aberrant Tinkering — When Grell Philosopher enters the battlefield and at the beginning of your upkeep, each Horror you control gains all activated abilities of target artifact an opponent controls until end of turn. You may spend blue mana as though it were mana of any color to activate those abilities.

1/4

616 R
CLB • EN David Astruga

™ & © 2022 Wizards of the Coast

Grell Philosopher 2U

Creature — Horror Wizard

Aberrant Tinkering — When Grell Philosopher enters the battlefield and at the beginning of your upkeep, each Horror you control gains all activated abilities of target artifact an opponent controls until end of turn. You may spend blue mana as though it were mana of any color to activate those abilities.

1/4

616 R
CLB • EN David Astruga

™ & © 2022 Wizards of the Coast

Grell Philosopher 2U

Creature — Horror Wizard

Aberrant Tinkering — When Grell Philosopher enters the battlefield and at the beginning of your upkeep, each Horror you control gains all activated abilities of target artifact an opponent controls until end of turn. You may spend blue mana as though it were mana of any color to activate those abilities.

1/4

616 R
CLB • EN David Astruga

™ & © 2022 Wizards of the Coast

Grell Philosopher 2U

Creature — Horror Wizard

Aberrant Tinkering — When Grell Philosopher enters the battlefield and at the beginning of your upkeep, each Horror you control gains all activated abilities of target artifact an opponent controls until end of turn. You may spend blue mana as though it were mana of any color to activate those abilities.

1/4

616 R
CLB • EN David Astruga

™ & © 2022 Wizards of the Coast

Grell Philosopher 2U

Creature — Horror Wizard

Aberrant Tinkering — When Grell Philosopher enters the battlefield and at the beginning of your upkeep, each Horror you control gains all activated abilities of target artifact an opponent controls until end of turn. You may spend blue mana as though it were mana of any color to activate those abilities.

1/4

616 R
CLB • EN David Astruga

™ & © 2022 Wizards of the Coast

Grell Philosopher 2U

Creature — Horror Wizard

Aberrant Tinkering — When Grell Philosopher enters the battlefield and at the beginning of your upkeep, each Horror you control gains all activated abilities of target artifact an opponent controls until end of turn. You may spend blue mana as though it were mana of any color to activate those abilities.

1/4

616 R
CLB • EN David Astruga

™ & © 2022 Wizards of the Coast

Grell Philosopher 2U

Creature — Horror Wizard

Aberrant Tinkering — When Grell Philosopher enters the battlefield and at the beginning of your upkeep, each Horror you control gains all activated abilities of target artifact an opponent controls until end of turn. You may spend blue mana as though it were mana of any color to activate those abilities.

1/4

616 R
CLB • EN David Astruga

™ & © 2022 Wizards of the Coast

Grell Philosopher 2U

Creature — Horror Wizard

Aberrant Tinkering — When Grell Philosopher enters the battlefield and at the beginning of your upkeep, each Horror you control gains all activated abilities of target artifact an opponent controls until end of turn. You may spend blue mana as though it were mana of any color to activate those abilities.

1/4

616 R
CLB • EN David Astruga

™ & © 2022 Wizards of the Coast

Grell Philosopher 2U

Creature — Horror Wizard

Aberrant Tinkering — When Grell Philosopher enters the battlefield and at the beginning of your upkeep, each Horror you control gains all activated abilities of target artifact an opponent controls until end of turn. You may spend blue mana as though it were mana of any color to activate those abilities.

1/4

616 R
CLB • EN David Astruga

™ & © 2022 Wizards of the Coast