Adaptive Snapjaw 4G



Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G



Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G



Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G



Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249

Adaptive Snapjaw 4G

Creature — Lizard Beast

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.)*

"Eh, needs more toad."
—Gulistan, Simic biomancer

Tomasz Jedruszek

6/2

™ & © 2013 Wizards of the Coast 113/249