Evolution Witness 2



Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2



Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2



Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2



Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1

Evolution Witness 2

Creature — Elf Shaman Mutant

1: Adapt 2.

Whenever one or more +1/+1 counters are put on Evolution Witness, return target permanent card from your graveyard to your hand.

She remembers every breakthrough, from the gene's mutation to the new life's propagation.

Illus. Nereida

™ & © 2024 Wizards of the Coast 424

2/1