Thrive {X}{G}



Sorcery {2/G}

Put a +1/+1 counter on each of X target creatures.

The most successful of Simic creations is cytoplasm, a living, symbiotic substance that feeds off genetic rhythms and strengthens its host in return.

166/249 C
MM2 • EN
Daren Bader
™ & © 2015 Wizards of the Coast

Thrive {X}{G}

Sorcery {2/G}

Put a +1/+1 counter on each of X target creatures.

The most successful of Simic creations is cytoplasm, a living, symbiotic substance that feeds off genetic rhythms and strengthens its host in return.

166/249 C
MM2 • EN
Daren Bader
™ & © 2015 Wizards of the Coast

Thrive {X}{G}

Sorcery {2/G}

Put a +1/+1 counter on each of X target creatures.

The most successful of Simic creations is cytoplasm, a living, symbiotic substance that feeds off genetic rhythms and strengthens its host in return.

166/249 C
MM2 • EN
Daren Bader
™ & © 2015 Wizards of the Coast

Thrive {X}{G}



Sorcery {2/G}

Put a +1/+1 counter on each of X target creatures.

The most successful of Simic creations is cytoplasm, a living, symbiotic substance that feeds off genetic rhythms and strengthens its host in return.

166/249 C
MM2 • EN
Daren Bader
™ & © 2015 Wizards of the Coast

Thrive {X}{G}

Sorcery {2/G}

Put a +1/+1 counter on each of X target creatures.

The most successful of Simic creations is cytoplasm, a living, symbiotic substance that feeds off genetic rhythms and strengthens its host in return.

166/249 C
MM2 • EN
Daren Bader
™ & © 2015 Wizards of the Coast

Thrive {X}{G}

Sorcery {2/G}

Put a +1/+1 counter on each of X target creatures.

The most successful of Simic creations is cytoplasm, a living, symbiotic substance that feeds off genetic rhythms and strengthens its host in return.

166/249 C
MM2 • EN
Daren Bader
™ & © 2015 Wizards of the Coast

Thrive {X}{G}



Sorcery {2/G}

Put a +1/+1 counter on each of X target creatures.

The most successful of Simic creations is cytoplasm, a living, symbiotic substance that feeds off genetic rhythms and strengthens its host in return.

166/249 C
MM2 • EN
Daren Bader
™ & © 2015 Wizards of the Coast

Thrive {X}{G}

Sorcery {2/G}

Put a +1/+1 counter on each of X target creatures.

The most successful of Simic creations is cytoplasm, a living, symbiotic substance that feeds off genetic rhythms and strengthens its host in return.

166/249 C
MM2 • EN
Daren Bader
™ & © 2015 Wizards of the Coast

Thrive {X}{G}

Sorcery {2/G}

Put a +1/+1 counter on each of X target creatures.

The most successful of Simic creations is cytoplasm, a living, symbiotic substance that feeds off genetic rhythms and strengthens its host in return.

166/249 C
MM2 • EN
Daren Bader
™ & © 2015 Wizards of the Coast