Simic Initiate



Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate



Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate



Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate



Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180

Simic Initiate

Creature — Human Mutant

Graft 1 *(This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

Dany Orizio

0/0

™ & © 1993-2006 Wizards of the Coast, Inc. 92/180