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.

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—Dany Orizio

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