Puppeteer Clique



Creature — Faerie Wizard

Flying

When Puppeteer Clique comes into play, put target creature card in an opponent's graveyard into play under your control. It has haste. At the end of your turn, remove it from the game.

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

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