

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune3



Artifact

{C}: Add {G} or {B} to your mana pool.
 {G}{B}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U

C15 • EN

DANIEL LIJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LJUNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LIJNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LIJNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LIJNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LIJNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LIJNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LIJNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LIJNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LIJNGGREN

™ & © 2015 Wizards of the Coast

Simic Keyrune

3



Artifact



☞: Add ♣ or ♠ to your mana pool.
 ♣♠: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

265/342 U
 C15 • EN • DANIEL LIJNGGREN

™ & © 2015 Wizards of the Coast