Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

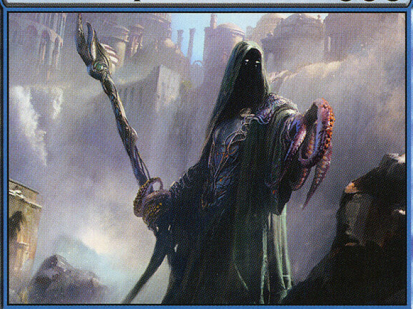
T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

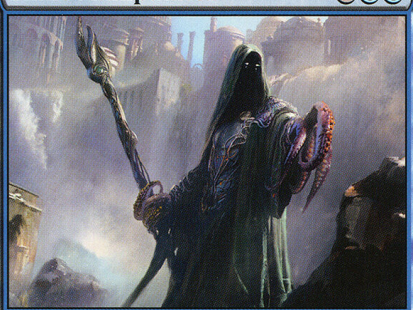
T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

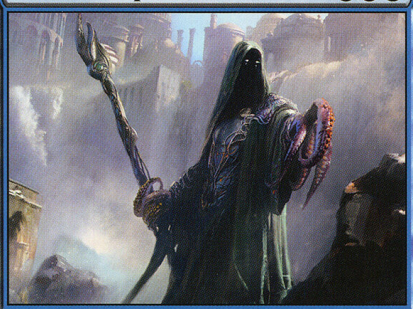
T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

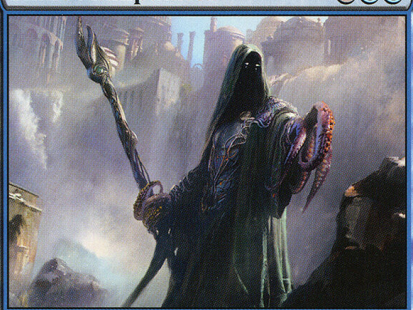
T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

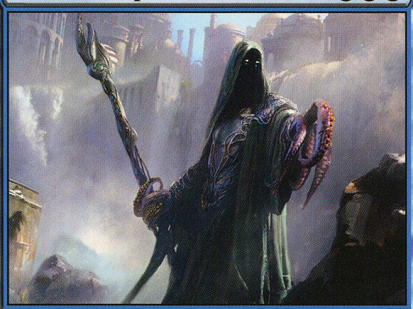
T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

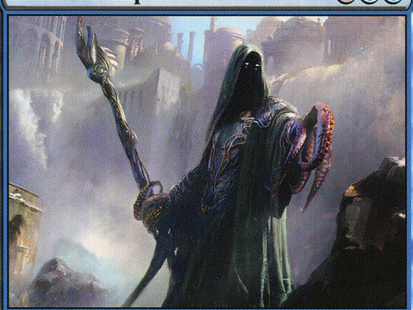
T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

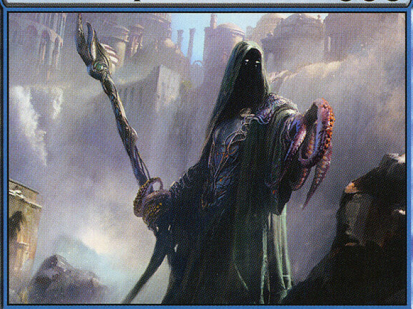
T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

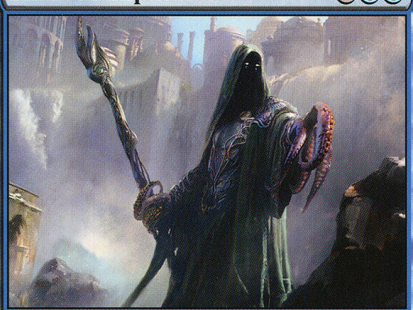
T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U



Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249

Simic Manipulator 1 U U

Creature — Mutant Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

T, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

0/1

Maciej Kuciara

™ & © 2013 Wizards of the Coast 50/249