Simic Ascendancy



Enchantment

{1}{G}{U}: Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on this enchantment.

At the beginning of your upkeep, if this enchantment has twenty or more growth counters on it, you win the game.

R 1832
SLD • EN ✍ Luke Pearson

™ & © 2024 Wizards of the Coast

Simic Ascendancy

Enchantment

{1}{G}{U}: Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on this enchantment.

At the beginning of your upkeep, if this enchantment has twenty or more growth counters on it, you win the game.

R 1832
SLD • EN ✍ Luke Pearson

™ & © 2024 Wizards of the Coast

Simic Ascendancy

Enchantment

{1}{G}{U}: Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on this enchantment.

At the beginning of your upkeep, if this enchantment has twenty or more growth counters on it, you win the game.

R 1832
SLD • EN ✍ Luke Pearson

™ & © 2024 Wizards of the Coast

Simic Ascendancy

Enchantment

{1}{G}{U}: Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on this enchantment.

At the beginning of your upkeep, if this enchantment has twenty or more growth counters on it, you win the game.

R 1832
SLD • EN ✍ Luke Pearson

™ & © 2024 Wizards of the Coast

Simic Ascendancy

Enchantment

{1}{G}{U}: Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on this enchantment.

At the beginning of your upkeep, if this enchantment has twenty or more growth counters on it, you win the game.

R 1832
SLD • EN ✍ Luke Pearson

™ & © 2024 Wizards of the Coast

Simic Ascendancy

Enchantment

{1}{G}{U}: Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on this enchantment.

At the beginning of your upkeep, if this enchantment has twenty or more growth counters on it, you win the game.

R 1832
SLD • EN ✍ Luke Pearson

™ & © 2024 Wizards of the Coast

Simic Ascendancy

Enchantment

{1}{G}{U}: Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on this enchantment.

At the beginning of your upkeep, if this enchantment has twenty or more growth counters on it, you win the game.

R 1832
SLD • EN ✍ Luke Pearson

™ & © 2024 Wizards of the Coast

Simic Ascendancy

Enchantment

{1}{G}{U}: Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on this enchantment.

At the beginning of your upkeep, if this enchantment has twenty or more growth counters on it, you win the game.

R 1832
SLD • EN ✍ Luke Pearson

™ & © 2024 Wizards of the Coast

Simic Ascendancy

Enchantment

{1}{G}{U}: Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on this enchantment.

At the beginning of your upkeep, if this enchantment has twenty or more growth counters on it, you win the game.

R 1832
SLD • EN ✍ Luke Pearson

™ & © 2024 Wizards of the Coast

Simic Ascendancy

Enchantment

{1}{G}{U}: Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on this enchantment.

At the beginning of your upkeep, if this enchantment has twenty or more growth counters on it, you win the game.

R 1832
SLD • EN ✍ Luke Pearson

™ & © 2024 Wizards of the Coast