

Simic Ascendancy

Enchantment

1. 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 Simic Ascendancy.

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

Arixmethes, Slumbering Isle

Legendary Creature — Kraken

Arixmethes, Slumbering Isle enters the battlefield tapped with five slumber counters on it.

As long as Arixmethes has a slumber counter on it, it's a land. (It's not a creature.)

Whenever you cast a spell, you may remove a slumber counter from Arixmethes.

Cost: Add 2.

12 / 12

Reyhan, Last of the Abzan

Legendary Creature — Human Warrior

Reyhan, Last of the Abzan enters the battlefield with three +1/+1 counters on it.

Whenever a creature you control dies or is put into the command zone, if it had one or more +1/+1 counters on it, you may put that many +1/+1 counters on target creature.

Partner (You can have two commanders if both have partner.)

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