
Hydro-Man, Fluid Felon
Legendary Creature — Elemental Villain
Whenever you cast a blue spell, if Hydro-Man is a creature, he gets +1/+1 until end of turn.
At the beginning of your end step, untap Hydro-Man. Until your next turn, he becomes a land and gains "{T}: Add {U}." (He's not a creature during that time.)
"Well, I always wanted a waterfront view."
—Spider-Man
2/2
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