Simic Fluxmage {2}{U}



Creature — Merfolk 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.)*

{1}{U}, {T}: Move a +1/+1 counter from Simic Fluxmage onto target creature.

1/2

Karl Kopinski

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