Cytoplast Root-Kin

2 Green Green



Creature — Elemental Mutant

Graft 4 *(This creature comes into play with four +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

When Cytoplast Root-Kin comes into play, put a +1/+1 counter on each other creature you control that has a +1/+1 counter on it.

2: Move a +1/+1 counter from target creature you control onto Cytoplast Root-Kin.

0/0

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