Elvish Hydromancer

2 {G}



Creature — Elf Wizard

Kicker {3}{U} *(You may pay an additional {3}{U} as you cast this spell.)*

When Elvish Hydromancer enters the battlefield, if it was kicked, create a token that's a copy of target creature you control.

"Water remembers every living thing it has ever been a part of. We need only bring that recollection to the surface."

3/2

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DMU • EN
Fajareka Setiawan

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