

Elvish Hydromancer

2



Creature — Elf Wizard

Kicker 3 (You may pay an additional 3 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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