
Cytoplast Root-Kin
2
Creature — Elemental Mutant
Graft 4 (This creature enters the battlefield with four +1/+1 counters on it. Whenever another creature enters the battlefield, you may move a +1/+1 counter from this creature onto it.)
When Cytoplast Root-Kin enters the battlefield, put a +1/+1 counter on each other creature you control with 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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Thomas M. Baxa
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