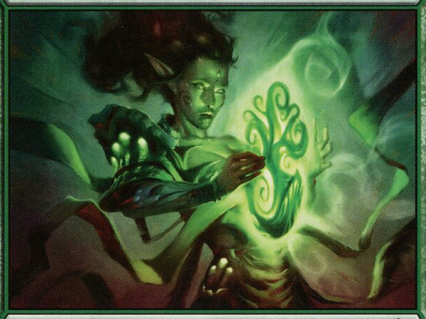
Gyre Sage 1



Creature — Elf Druid

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.)*

{T}: Add {G} for each +1/+1 counter on Gyre Sage.

1/2

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