Hydro-Man, Fluid Felon



Legendary Creature — Elemental Villain

Whenever you cast a blue spell, if Hydro-Man is a creature, he gets +1/+1 until end of turn.

At the beginning of your end step, untap Hydro-Man. Until your next turn, he becomes a land and gains "{T}: Add {U}." *(He's not a creature during that time.)*

"Well, I always wanted a waterfront view."
—Spider-Man

2/2

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