
Tetravus
6
Localized Image
Not Available
ES
Artifact Creature
Flying
When Tetravus comes into play, put three +1/+1 counters on it.
During your upkeep, you may move each of those counters on or off of Tetravus, regardless of who controls them. Counters that are removed become Tetravite tokens. Treat these tokens as 1/1 artifact creatures with flying. These creatures cannot have enchantments played on them and do not share any enchantments on Tetravus.
Illus. Mark Tedin
1/1


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