

Slimy Piper

1



Creature — Fungus Bard



Whenever Slimy Piper attacks, it gets +1/+1 until end of turn. If you control four or more creatures, it gets +2/+2 and gains indestructible until end of turn instead. *(Damage and effects that say “destroy” don’t destroy it.)*

All throughout the glade, sprouts squelched happily along to the tune.

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