

Maester Seymour 2
Legendary Creature — Human Elf Cleric
At the beginning of combat on your turn, put a number of +1/+1 counters equal to Maester Seymour's power on another target creature you control.
3: Monstrosity X, where X is the number of counters among creatures you control. (If this creature isn't monstrous, put X +1/+1 counters on it and it becomes monstrous.)
1/3
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