Maester Seymour



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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