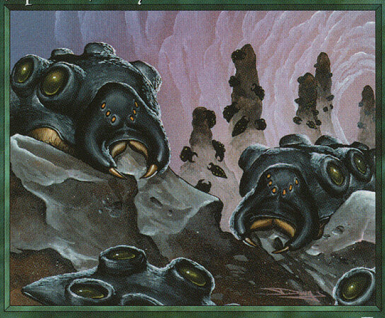
Spike Colony 4



Creature — Spike

Spike Colony comes into play with four +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Colony: Put a +1/+1 counter on target creature.

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