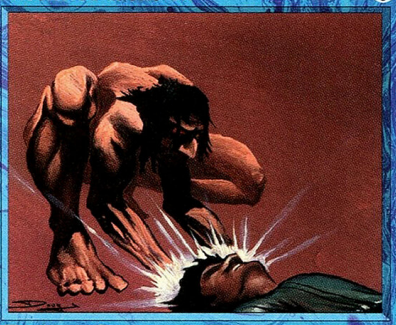
Unstable Mutation

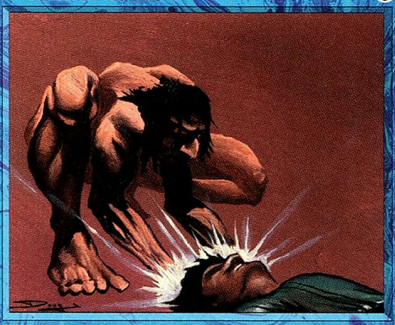


Enchant Creature

Target creature gains +3/+3. During the upkeep phase of each of its controller's turns, put a -1/-1 counter on the creature. These counters remain even if this enchantment is removed before the creature dies.

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Unstable Mutation

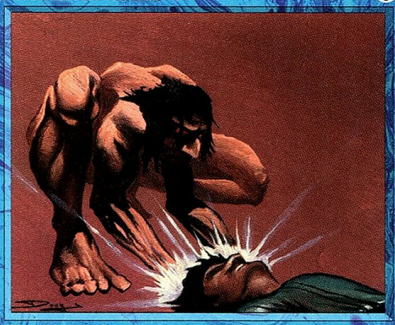


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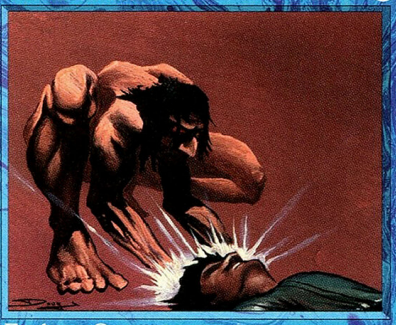


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