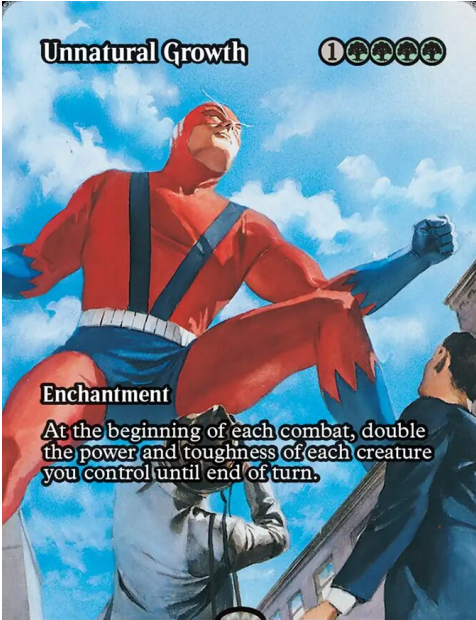
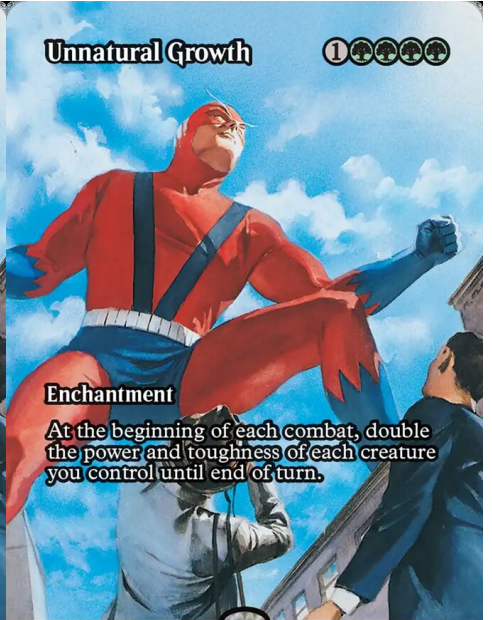




M 0084 MAR • EN ALEX ROSS © MARVEL™ & © 2026 Wizards of the Coast



M 0084 MAR • EN ALEX ROSS © MARVEL™ & © 2026 Wizards of the Coast



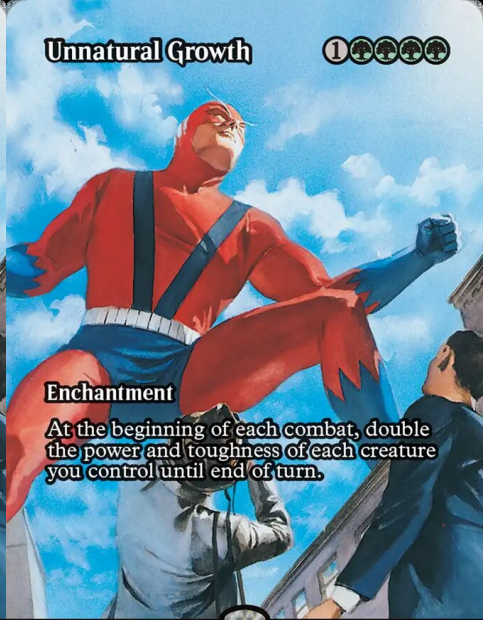
M 0084 MAR • EN ALEX ROSS © MARVEL™ & © 2026 Wizards of the Coast



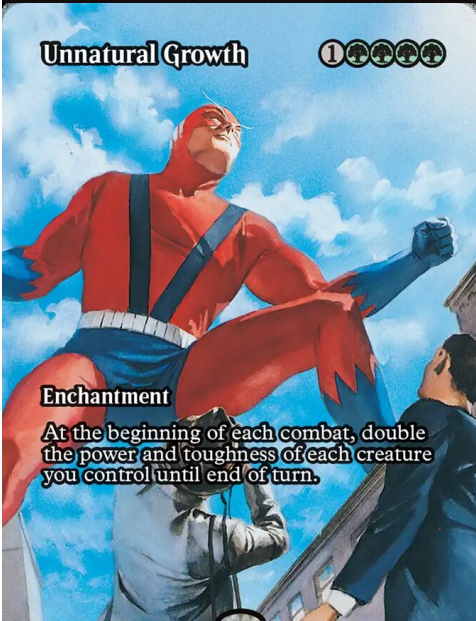
M 0084 MAR • EN ALEX ROSS © MARVEL™ & © 2026 Wizards of the Coast



M 0084 MAR • EN ALEX ROSS © MARVEL™ & © 2026 Wizards of the Coast



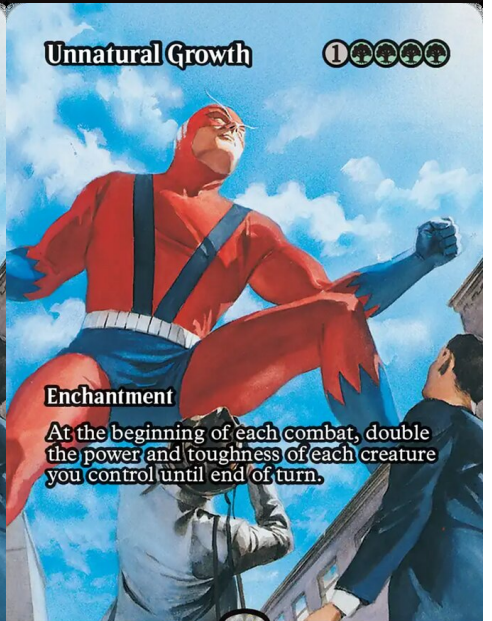
M 0084 MAR • EN ALEX ROSS © MARVEL™ & © 2026 Wizards of the Coast



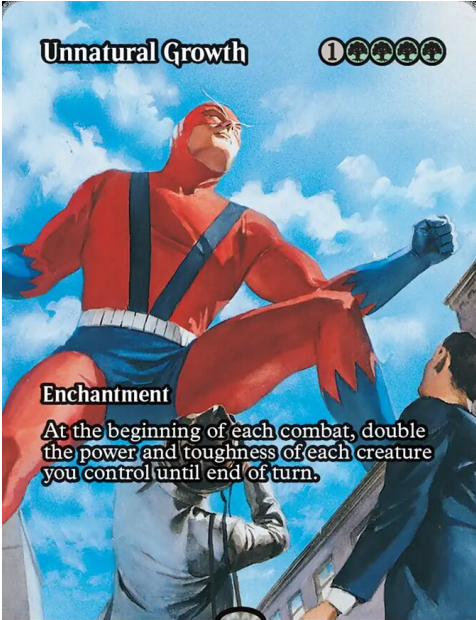
M 0084 MAR • EN ALEX ROSS © MARVEL™ & © 2026 Wizards of the Coast



M 0084 MAR • EN ALEX ROSS © MARVEL™ & © 2026 Wizards of the Coast



M 0084 MAR • EN ALEX ROSS © MARVEL™ & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

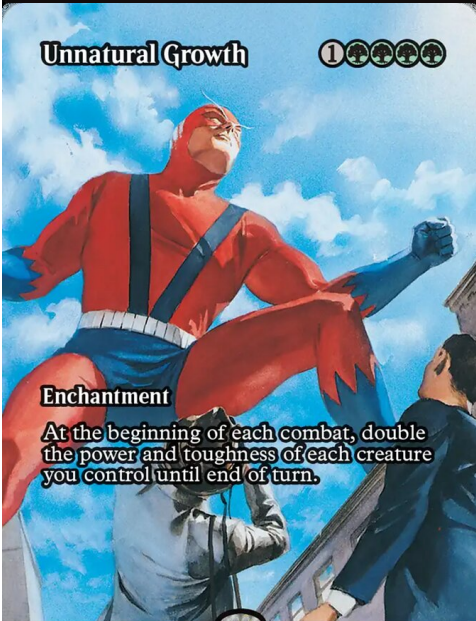
1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

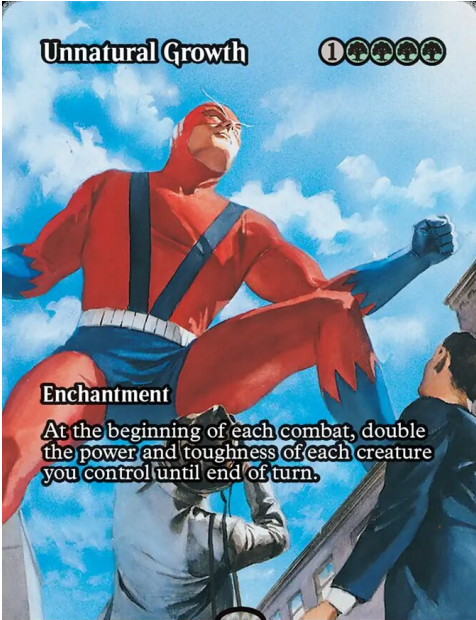
1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

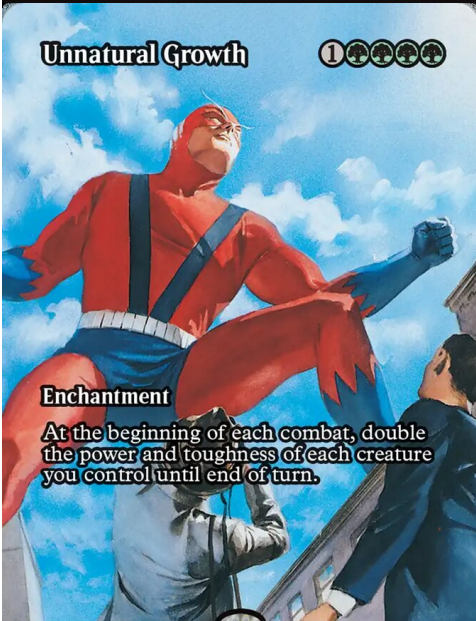
1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

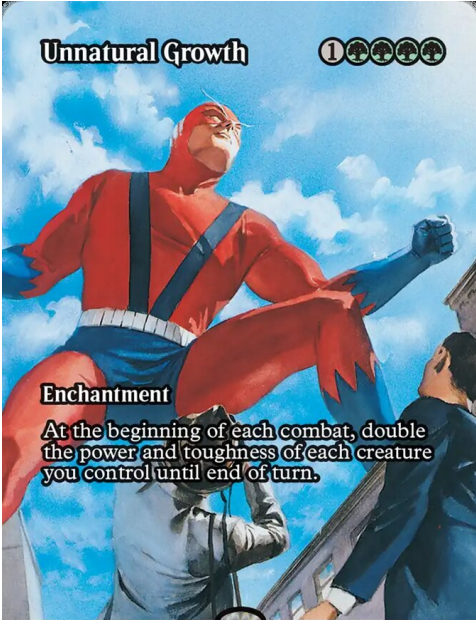
1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

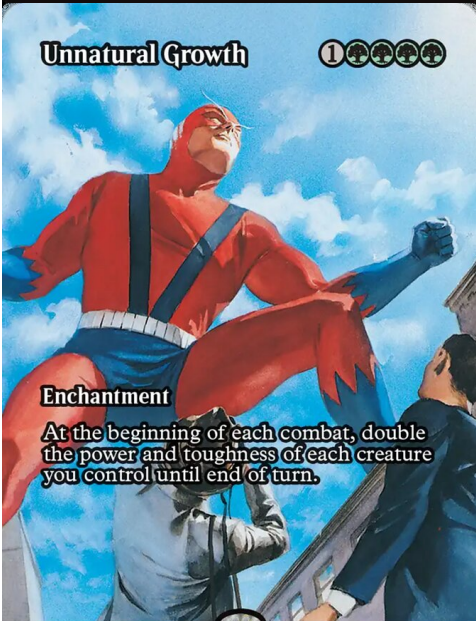
1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast



Unnatural Growth

1

Enchantment

At the beginning of each combat, double the power and toughness of each creature you control until end of turn.

M 0084
MAR • EN ALEX ROSS

© MARVEL
TM & © 2026 Wizards of the Coast