
Jenova, Ancient Calamity 2
Legendary Creature — Alien
At the beginning of combat on your turn, put a number of +1/+1 counters equal to Jenova's power on up to one other target creature. That creature becomes a Mutant in addition to its other types.
Whenever a Mutant you control dies during your turn, you draw cards equal to its power.
1/5
R 0346 FFVII
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