Deadly Grub 2B



Creature — Insect

Vanishing 3 *(This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)*

When Deadly Grub is put into a graveyard from play, if it had no time counters on it, put a 6/1 green Insect creature token into play with "This creature can't be the target of spells or abilities."

E. M. Gist

3/1

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