



**Card name :** Spike Colony

**Mana Cost :** 4

**Types :** Creature - Spike

**Card Text :** 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.

**P/T :** 0 / 0

**Expansion :** [Stronghold](#)

**Rarity :** Common