Blastoderm 2🌳🌳



Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳



Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳



Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳



Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast

Blastoderm 2🌳🌳

Creature — Beast

Shroud *(This creature can't be the target of spells or abilities.)*

Fading 3 *(This creature enters the battlefield with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)*

5/5

198/325 U
VMA • EN ✒ Nils Hamm
™ & © 2014 Wizards of the Coast