Fertilid 2G



Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G



Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G



Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G



Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150

Fertilid 2G

Creature — Elemental

Fertilid enters the battlefield with two +1/+1 counters on it.

1G, Remove a +1/+1 counter from Fertilid: Target player searches his or her library for a basic land card and puts it onto the battlefield tapped. Then that player shuffles his or her library.

0/0

Wayne Reynolds

™ & © 1993-2010 Wizards of the Coast LLC 54/150