Spike Tiller 3



Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3



Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3



Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3



Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301

Spike Tiller 3

Creature — Spike

Spike Tiller comes into play with three +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Tiller: Put a +1/+1 counter on target creature.

2, Remove a +1/+1 counter from Spike Tiller: Target land becomes a 2/2 creature that's still a land. Put a +1/+1 counter on it.

0/0

Tony Szczudlo

™ & © 1993-2006 Wizards of the Coast, Inc. 218/301