Fungal Behemoth 3



Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3



Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3



Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3



Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X—X. X can't be 0.

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

★/★

Mark Tedin

™ & © 1993-2007 Wizards of the Coast, Inc. 128/165