Fecund Greenshell



Creature — Elemental Turtle

Reach

As long as you control ten or more lands, creatures you control get +2/+2.

Whenever Fecund Greenshell or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.

4/6

R 0171
BLB ★ EN Kisung Koh

™ & © 2024 Wizards of the Coast

Fecund Greenshell

Creature — Elemental Turtle

Reach

As long as you control ten or more lands, creatures you control get +2/+2.

Whenever Fecund Greenshell or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.

4/6

R 0171
BLB ★ EN Kisung Koh

™ & © 2024 Wizards of the Coast

Fecund Greenshell

Creature — Elemental Turtle

Reach

As long as you control ten or more lands, creatures you control get +2/+2.

Whenever Fecund Greenshell or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.

4/6

R 0171
BLB ★ EN Kisung Koh

™ & © 2024 Wizards of the Coast

Fecund Greenshell

Creature — Elemental Turtle

Reach

As long as you control ten or more lands, creatures you control get +2/+2.

Whenever Fecund Greenshell or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.

4/6

R 0171
BLB ★ EN Kisung Koh

™ & © 2024 Wizards of the Coast

Fecund Greenshell

Creature — Elemental Turtle

Reach

As long as you control ten or more lands, creatures you control get +2/+2.

Whenever Fecund Greenshell or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.

4/6

R 0171
BLB ★ EN Kisung Koh

™ & © 2024 Wizards of the Coast

Fecund Greenshell

Creature — Elemental Turtle

Reach

As long as you control ten or more lands, creatures you control get +2/+2.

Whenever Fecund Greenshell or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.

4/6

R 0171
BLB ★ EN Kisung Koh

™ & © 2024 Wizards of the Coast

Fecund Greenshell

Creature — Elemental Turtle

Reach

As long as you control ten or more lands, creatures you control get +2/+2.

Whenever Fecund Greenshell or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.

4/6

R 0171
BLB ★ EN Kisung Koh

™ & © 2024 Wizards of the Coast

Fecund Greenshell

Creature — Elemental Turtle

Reach

As long as you control ten or more lands, creatures you control get +2/+2.

Whenever Fecund Greenshell or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.

4/6

R 0171
BLB ★ EN Kisung Koh

™ & © 2024 Wizards of the Coast

Fecund Greenshell

Creature — Elemental Turtle

Reach

As long as you control ten or more lands, creatures you control get +2/+2.

Whenever Fecund Greenshell or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.

4/6

R 0171
BLB ★ EN Kisung Koh

™ & © 2024 Wizards of the Coast