## Dark Depths



**Legendary Snow Land**

Dark Depths comes into play with ten ice counters on it.

3: Remove an ice counter from Dark Depths.

When Dark Depths has no ice counters on it, sacrifice it. If you do, put an indestructible legendary 20/20 black Avatar creature token with flying named Marit Lage into play.

Stephan Martiniere

™ & © 1993–2006 Wizards of the Coast, Inc. 145/155

Dark Depths



Legendary Snow Land

Dark Depths comes into play with ten ice counters on it.

3: Remove an ice counter from Dark Depths.

When Dark Depths has no ice counters on it, sacrifice it. If you do, put an indestructible legendary 20/20 black Avatar creature token with flying named Marit Lage into play.

Stephan Martiniere

™ & © 1993–2006 Wizards of the Coast, Inc. 145/155

Dark Depths



Legendary Snow Land

Dark Depths comes into play with ten ice counters on it.

3: Remove an ice counter from Dark Depths.

When Dark Depths has no ice counters on it, sacrifice it. If you do, put an indestructible legendary 20/20 black Avatar creature token with flying named Marit Lage into play.

Stephan Martiniere

™ & © 1993–2006 Wizards of the Coast, Inc. 145/155

Dark Depths



Legendary Snow Land

Dark Depths comes into play with ten ice counters on it.

3: Remove an ice counter from Dark Depths.

When Dark Depths has no ice counters on it, sacrifice it. If you do, put an indestructible legendary 20/20 black Avatar creature token with flying named Marit Lage into play.

Stephan Martiniere

™ & © 1993–2006 Wizards of the Coast, Inc. 145/155