Deep Spawn 5



Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5



Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5



Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5



Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6

Deep Spawn 5

Creature — Homarid

Trample

At the beginning of your upkeep, sacrifice Deep Spawn unless you put the top two cards of your library into your graveyard.

: Deep Spawn gains shroud until end of turn and doesn't untap during your next untap step. Tap Deep Spawn.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 45/245

6/6