Laquatus's Champion {4}{B}{B}



Creature — Nightmare Horror

When Laquatus's Champion comes into play, target player loses 6 life.

When Laquatus's Champion leaves play, that player gains 6 life.

{B}: Regenerate Laquatus's Champion.

Chainer's dark gift to a darker soul.

Illus. Greg Staples

™ & © 1993–2002 Wizards of the Coast, Inc. 67/143

6/3

Laquatus's Champion {4}{B}{B}

Creature — Nightmare Horror

When Laquatus's Champion comes into play, target player loses 6 life.

When Laquatus's Champion leaves play, that player gains 6 life.

{B}: Regenerate Laquatus's Champion.

Chainer's dark gift to a darker soul.

Illus. Greg Staples

™ & © 1993–2002 Wizards of the Coast, Inc. 67/143

6/3

Laquatus's Champion {4}{B}{B}

Creature — Nightmare Horror

When Laquatus's Champion comes into play, target player loses 6 life.

When Laquatus's Champion leaves play, that player gains 6 life.

{B}: Regenerate Laquatus's Champion.

Chainer's dark gift to a darker soul.

Illus. Greg Staples

™ & © 1993–2002 Wizards of the Coast, Inc. 67/143

6/3

Laquatus's Champion {4}{B}{B}

Creature — Nightmare Horror

When Laquatus's Champion comes into play, target player loses 6 life.

When Laquatus's Champion leaves play, that player gains 6 life.

{B}: Regenerate Laquatus's Champion.

Chainer's dark gift to a darker soul.

Illus. Greg Staples

™ & © 1993–2002 Wizards of the Coast, Inc. 67/143

6/3

Laquatus's Champion {4}{B}{B}

Creature — Nightmare Horror

When Laquatus's Champion comes into play, target player loses 6 life.

When Laquatus's Champion leaves play, that player gains 6 life.

{B}: Regenerate Laquatus's Champion.

Chainer's dark gift to a darker soul.

Illus. Greg Staples

™ & © 1993–2002 Wizards of the Coast, Inc. 67/143

6/3

Laquatus's Champion {4}{B}{B}

Creature — Nightmare Horror

When Laquatus's Champion comes into play, target player loses 6 life.

When Laquatus's Champion leaves play, that player gains 6 life.

{B}: Regenerate Laquatus's Champion.

Chainer's dark gift to a darker soul.

Illus. Greg Staples

™ & © 1993–2002 Wizards of the Coast, Inc. 67/143

6/3

Laquatus's Champion {4}{B}{B}

Creature — Nightmare Horror

When Laquatus's Champion comes into play, target player loses 6 life.

When Laquatus's Champion leaves play, that player gains 6 life.

{B}: Regenerate Laquatus's Champion.

Chainer's dark gift to a darker soul.

Illus. Greg Staples

™ & © 1993–2002 Wizards of the Coast, Inc. 67/143

6/3

Laquatus's Champion {4}{B}{B}

Creature — Nightmare Horror

When Laquatus's Champion comes into play, target player loses 6 life.

When Laquatus's Champion leaves play, that player gains 6 life.

{B}: Regenerate Laquatus's Champion.

Chainer's dark gift to a darker soul.

Illus. Greg Staples

™ & © 1993–2002 Wizards of the Coast, Inc. 67/143

6/3

Laquatus's Champion {4}{B}{B}

Creature — Nightmare Horror

When Laquatus's Champion comes into play, target player loses 6 life.

When Laquatus's Champion leaves play, that player gains 6 life.

{B}: Regenerate Laquatus's Champion.

Chainer's dark gift to a darker soul.

Illus. Greg Staples

™ & © 1993–2002 Wizards of the Coast, Inc. 67/143

6/3