Spawning Pool



Land

Spawning Pool comes into play tapped.

{T}: Add {B} to your mana pool.

{1}{B}: Spawning Pool becomes a 1/1 black Skeleton creature with "{B}: Regenerate this creature" until end of turn. It's still a land. *(If it regenerates, the next time it would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Nils Hamm

™ & © 1993–2007 Wizards of the Coast, Inc. 358/383

Spawning Pool

Land

Spawning Pool comes into play tapped.

{T}: Add {B} to your mana pool.

{1}{B}: Spawning Pool becomes a 1/1 black Skeleton creature with "{B}: Regenerate this creature" until end of turn. It's still a land. *(If it regenerates, the next time it would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Nils Hamm

™ & © 1993–2007 Wizards of the Coast, Inc. 358/383

Spawning Pool

Land

Spawning Pool comes into play tapped.

{T}: Add {B} to your mana pool.

{1}{B}: Spawning Pool becomes a 1/1 black Skeleton creature with "{B}: Regenerate this creature" until end of turn. It's still a land. *(If it regenerates, the next time it would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Nils Hamm

™ & © 1993–2007 Wizards of the Coast, Inc. 358/383

Spawning Pool

Land

Spawning Pool comes into play tapped.

{T}: Add {B} to your mana pool.

{1}{B}: Spawning Pool becomes a 1/1 black Skeleton creature with "{B}: Regenerate this creature" until end of turn. It's still a land. *(If it regenerates, the next time it would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Nils Hamm

™ & © 1993–2007 Wizards of the Coast, Inc. 358/383

Spawning Pool

Land

Spawning Pool comes into play tapped.

{T}: Add {B} to your mana pool.

{1}{B}: Spawning Pool becomes a 1/1 black Skeleton creature with "{B}: Regenerate this creature" until end of turn. It's still a land. *(If it regenerates, the next time it would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Nils Hamm

™ & © 1993–2007 Wizards of the Coast, Inc. 358/383

Spawning Pool

Land

Spawning Pool comes into play tapped.

{T}: Add {B} to your mana pool.

{1}{B}: Spawning Pool becomes a 1/1 black Skeleton creature with "{B}: Regenerate this creature" until end of turn. It's still a land. *(If it regenerates, the next time it would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Nils Hamm

™ & © 1993–2007 Wizards of the Coast, Inc. 358/383

Spawning Pool

Land

Spawning Pool comes into play tapped.

{T}: Add {B} to your mana pool.

{1}{B}: Spawning Pool becomes a 1/1 black Skeleton creature with "{B}: Regenerate this creature" until end of turn. It's still a land. *(If it regenerates, the next time it would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Nils Hamm

™ & © 1993–2007 Wizards of the Coast, Inc. 358/383

Spawning Pool

Land

Spawning Pool comes into play tapped.

{T}: Add {B} to your mana pool.

{1}{B}: Spawning Pool becomes a 1/1 black Skeleton creature with "{B}: Regenerate this creature" until end of turn. It's still a land. *(If it regenerates, the next time it would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Nils Hamm

™ & © 1993–2007 Wizards of the Coast, Inc. 358/383