Knowledge Pool



Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool



Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool



Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool



Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155

Knowledge Pool

Artifact

Imprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Mike Bierek

™ & © 1993–2011 Wizards of the Coast LLC 111/155