



Card name : Deep Spawn

Mana Cost : 5

Types : Creature - Homarid

Card Text : 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 its controller's next untap step. Tap this creature to reveal the top card of your library. If that card is a creature, sacrifice it. If it's not, sacrifice Deep Spawn.

P/T : 6 / 6

Expansion : [Fallen Empires](#)

Rarity : Uncommon