Geomancer's Gambit



Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit



Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit



Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit



Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Geomancer's Gambit

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

Draw a card.

Telepathy changes minds, necromancy changes lives, but geomancy changes the world.

125/254 C
MH1 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast