Tooth and Nail

5



Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5



Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5



Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5



Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229

Tooth and Nail

5

Sorcery

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.

Entwine 2 *(Choose both if you pay the entwine cost.)*

Jesper Ejsing

™ & © 2013 Wizards of the Coast 170/229