Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350

Desperate Research 1



Sorcery

Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 100/350