Gift of Estates 1



Sorcery

If an opponent has more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Hugh Jamieson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/350

Gift of Estates 1



Sorcery

If an opponent has more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Hugh Jamieson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/350

Gift of Estates 1



Sorcery

If an opponent has more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Hugh Jamieson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/350

Gift of Estates 1



Sorcery

If an opponent has more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Hugh Jamieson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/350

Gift of Estates 1



Sorcery

If an opponent has more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Hugh Jamieson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/350

Gift of Estates 1



Sorcery

If an opponent has more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Hugh Jamieson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/350

Gift of Estates 1



Sorcery

If an opponent has more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Hugh Jamieson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/350

Gift of Estates 1



Sorcery

If an opponent has more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Hugh Jamieson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/350

Gift of Estates 1



Sorcery

If an opponent has more lands than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Hugh Jamieson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/350