Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301

Hoarder's Greed 3

Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Pete Venters

™ & © 1993–2007 Wizards of the Coast, Inc. 117/301