

Gerrard's Verdict

Sorcery

Target player discards two cards.
You gain 3 life for each land card
discarded this way.

*A heart of light and a soul of darkness
cannot coexist.*

Carl Critchlow

TM & © 1993-2007 Wizards of the Coast, Inc. 3/12 F07

Gerrard's Verdict

Sorcery

Target player discards two cards.
You gain 3 life for each land card
discarded this way.

*A heart of light and a soul of darkness
cannot coexist.*

Carl Critchlow

TM & © 1993-2007 Wizards of the Coast, Inc. 3/12 F07

Gerrard's Verdict

Sorcery

Target player discards two cards.
You gain 3 life for each land card
discarded this way.

*A heart of light and a soul of darkness
cannot coexist.*

Carl Critchlow

TM & © 1993-2007 Wizards of the Coast, Inc. 3/12 F07

Gerrard's Verdict

Sorcery

Target player discards two cards.
You gain 3 life for each land card
discarded this way.

*A heart of light and a soul of darkness
cannot coexist.*

Carl Critchlow

TM & © 1993-2007 Wizards of the Coast, Inc. 3/12 F07