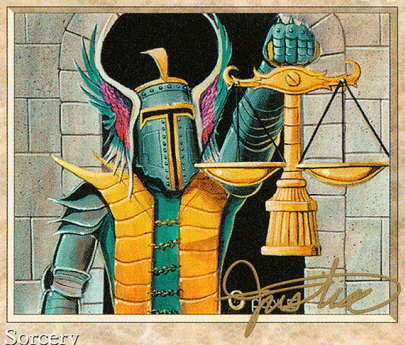
Balance 1 ✱



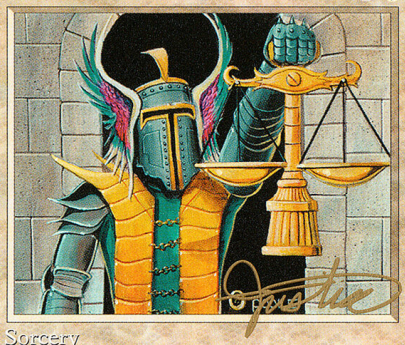
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



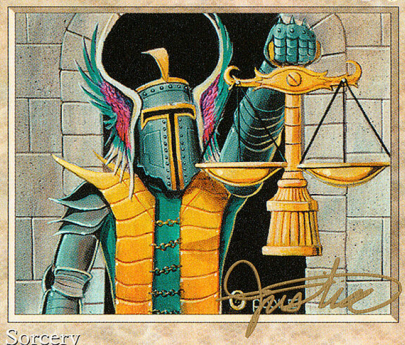
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



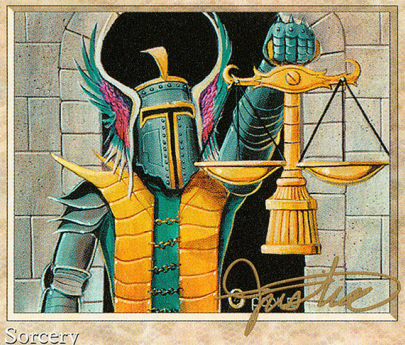
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



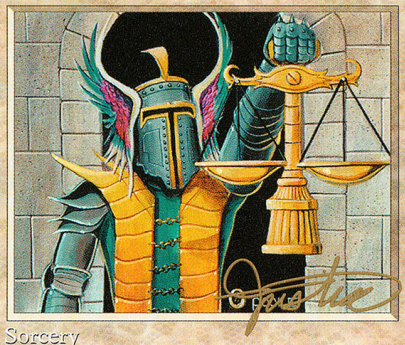
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



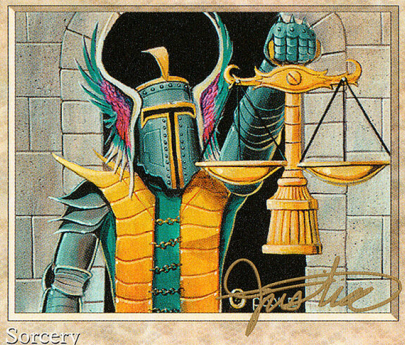
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



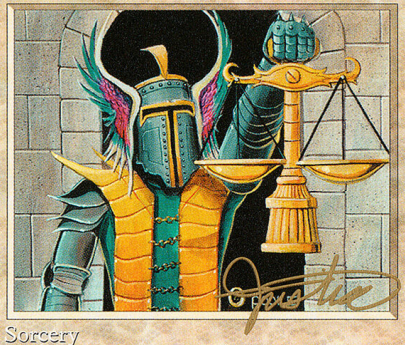
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



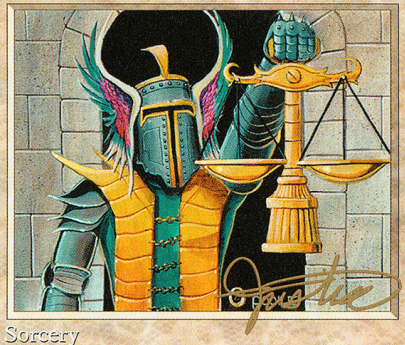
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



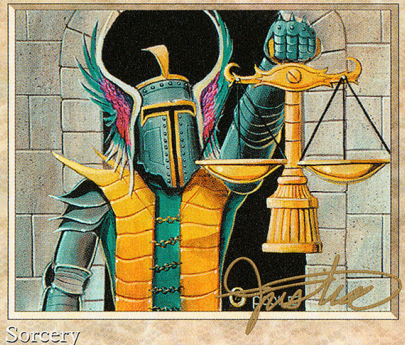
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



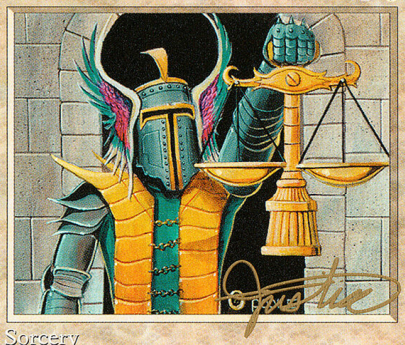
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



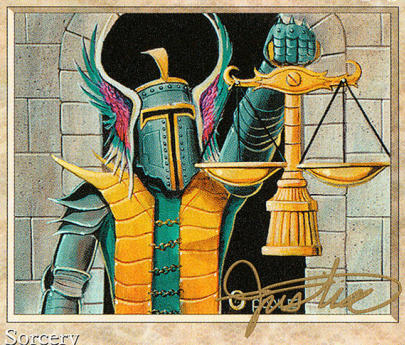
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



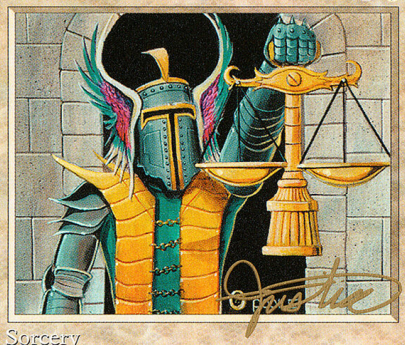
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



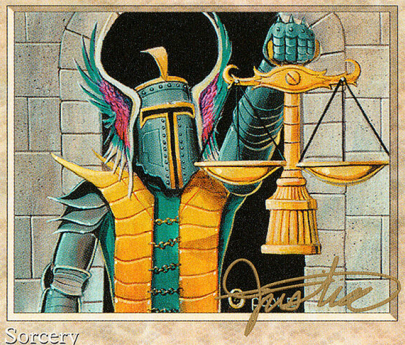
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



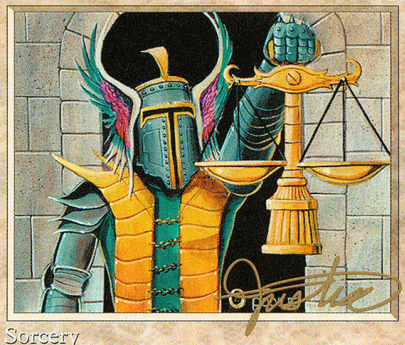
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



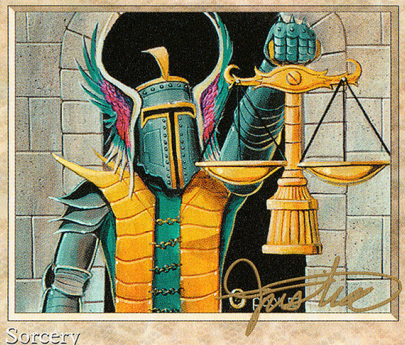
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



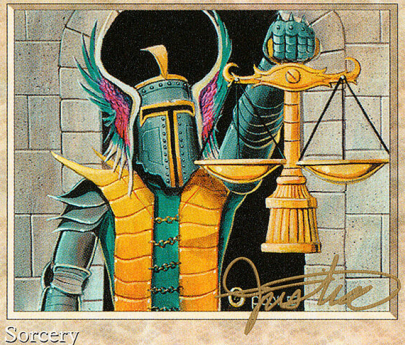
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



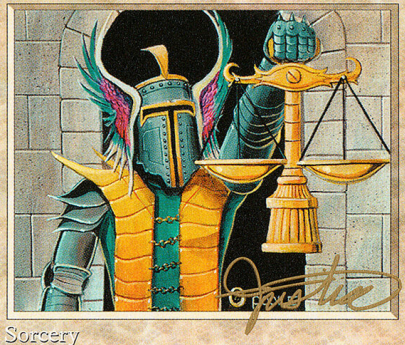
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



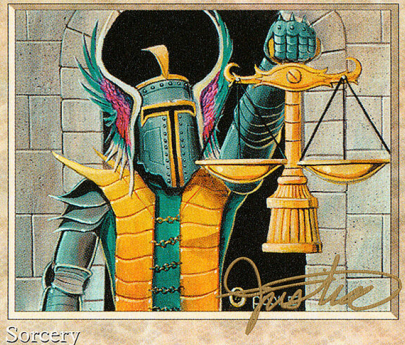
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



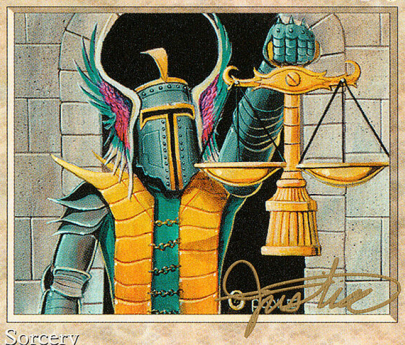
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



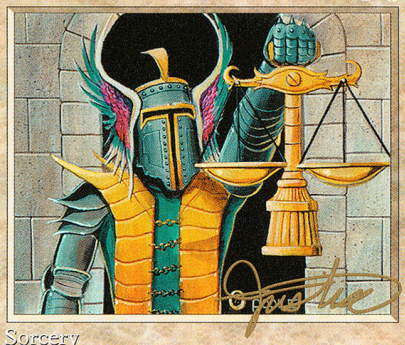
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



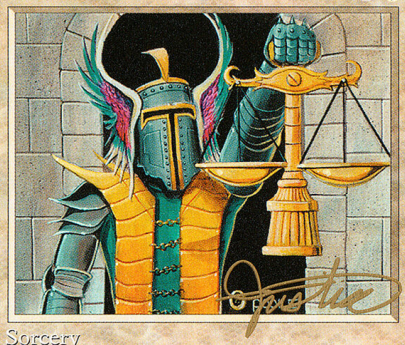
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



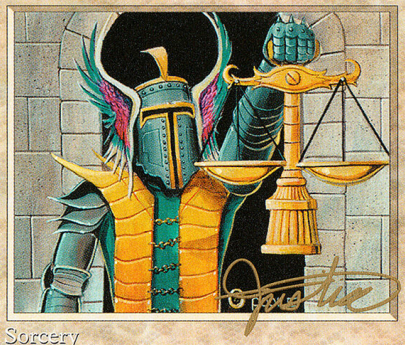
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



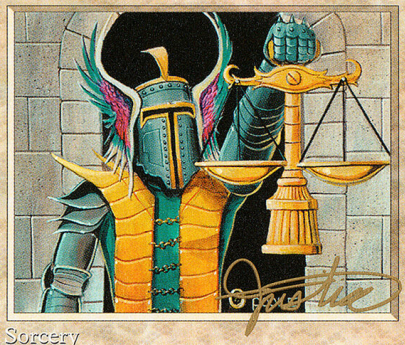
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



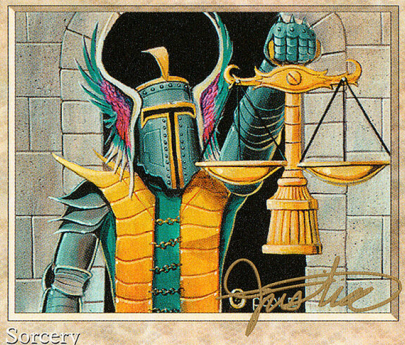
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



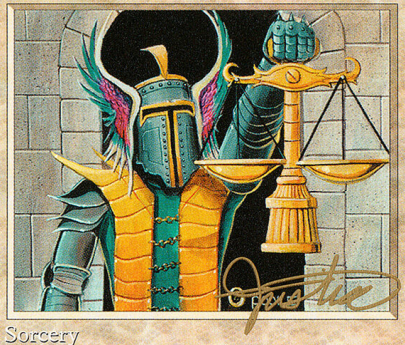
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



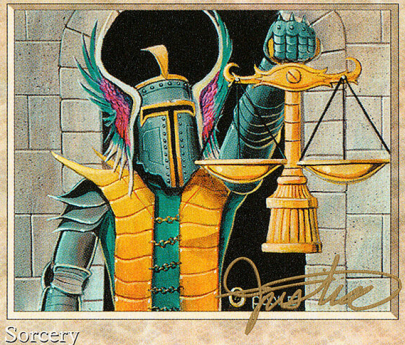
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



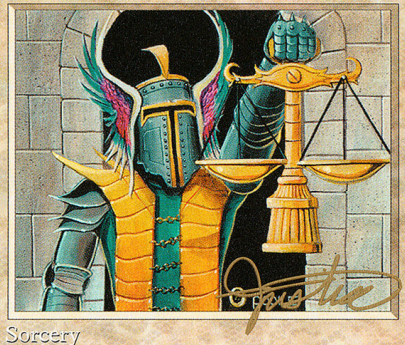
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



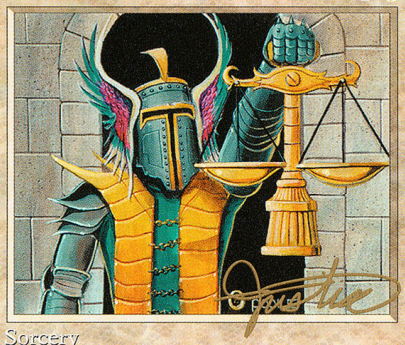
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



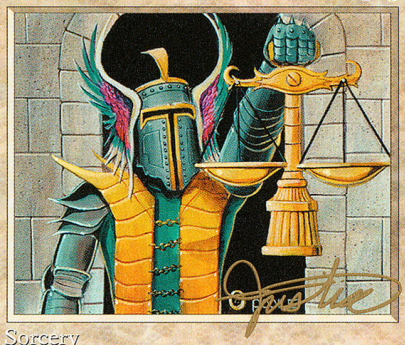
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



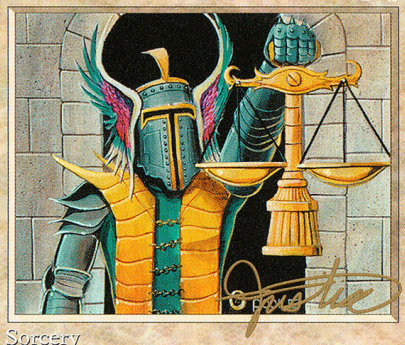
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



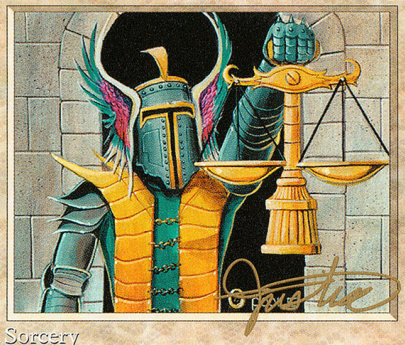
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



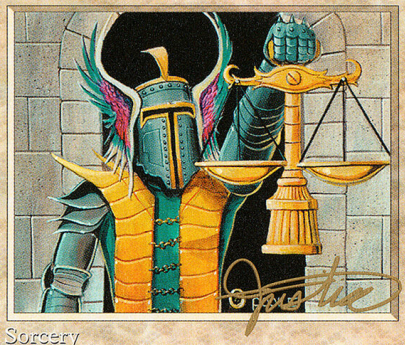
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



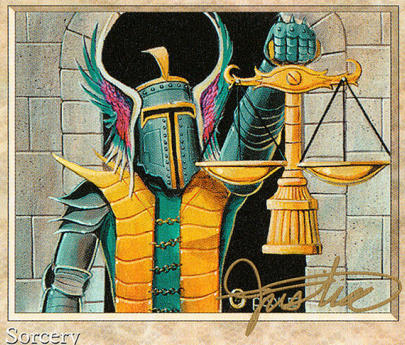
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



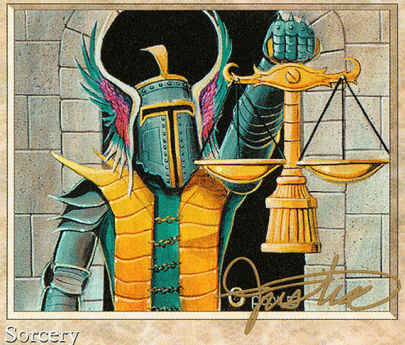
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



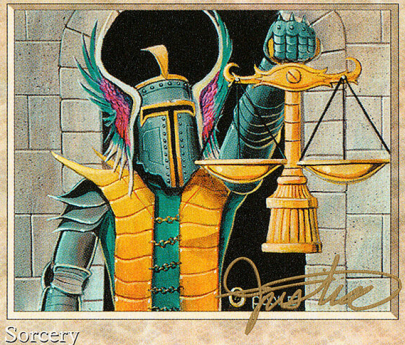
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



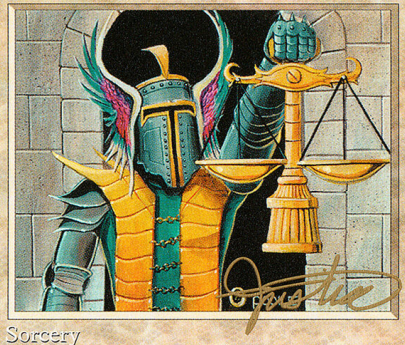
Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.

Balance 1 ✱



Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole

© 1995 Wizards of the Coast, Inc. All rights reserved.