Earth Rift 3



Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3



Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3



Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3



Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350

Earth Rift 3

Sorcery

Destroy target land.

Flashback 5 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 189/350