

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.*

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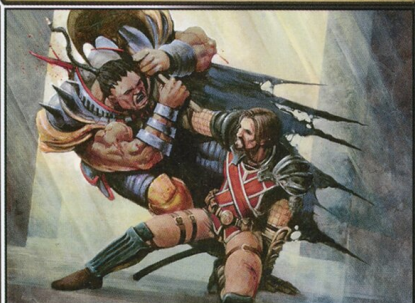
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