Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

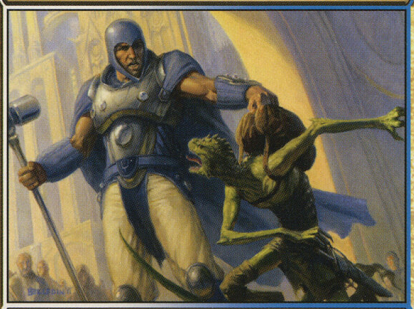
Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

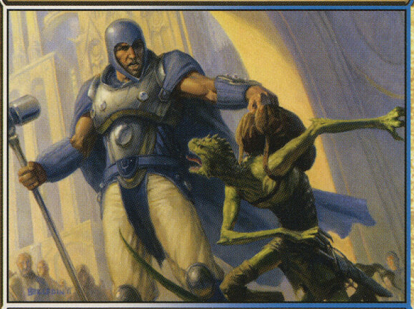
Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

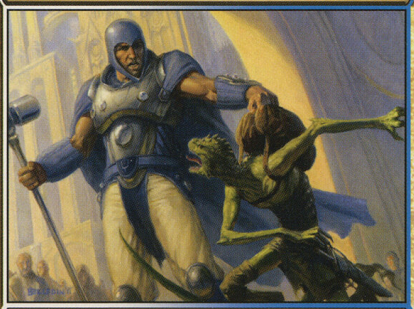
Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

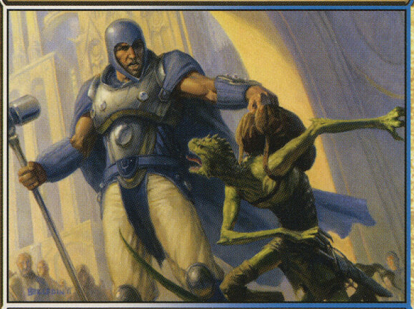
Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant



Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274

Search Warrant

Sorcery

Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

"And would you care to explain why your satchel is radiating an aura of unstable energy?"

Steven Belledin

™ & © 2012 Wizards of the Coast 193/274