Harrow



Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow



Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow



Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow



Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71

Harrow

Instant

As an additional cost to cast Harrow, sacrifice a land.

Search your library for up to two basic land cards and put them onto the battlefield. Then shuffle your library.

No spot in nature is truly barren.

Rob Alexander

™ & © 1993-2010 Wizards of the Coast LLC 57/71