Deep Reconnaissance 2



Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2



Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2



Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2



Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350

Deep Reconnaissance 2

Sorcery

Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Jeff Remmer

™ & © 1993–2001 Wizards of the Coast, Inc. 236/350