Research the Deep 1U



Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U



Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U



Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U



Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150

Research the Deep 1U

Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

Eric Fortune

™ & © 1993–2008 Wizards of the Coast, Inc. 46/150