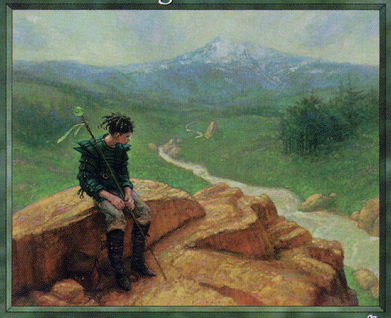
Far Wanderings 2



Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

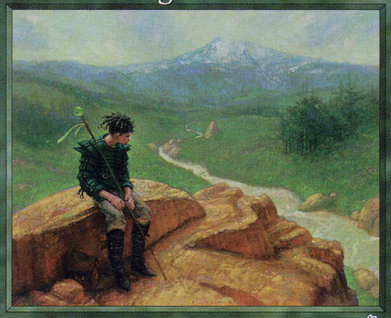
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2



Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

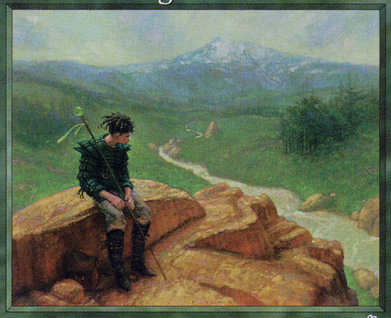
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2



Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

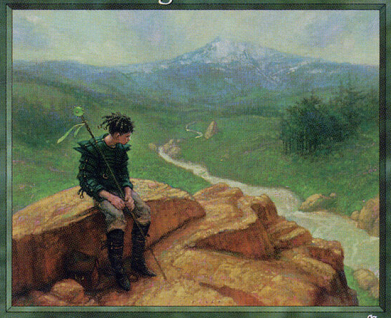
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2



Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143

Far Wanderings 2

Sorcery

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

Threshold — Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Darrell Riche

™ & © 1993–2002 Wizards of the Coast, Inc. 125/143