

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249

Time Reversal

3



Sorcery



Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

"Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?"
—Evo Ragus

—Howard Lyon

TM & © 1993-2010 Wizards of the Coast LLC 75/249