Reminisce 2U



Sorcery

Target player shuffles his or her graveyard into his or her library.

Leave the door to the past even slightly ajar and it could be blown off its hinges.

Ralph Horsley

™ & © 1993–2012 Wizards of the Coast LLC 22/90

Reminisce 2U

Sorcery

Target player shuffles his or her graveyard into his or her library.

Leave the door to the past even slightly ajar and it could be blown off its hinges.

Ralph Horsley

™ & © 1993–2012 Wizards of the Coast LLC 22/90

Reminisce 2U

Sorcery

Target player shuffles his or her graveyard into his or her library.

Leave the door to the past even slightly ajar and it could be blown off its hinges.

Ralph Horsley

™ & © 1993–2012 Wizards of the Coast LLC 22/90

Reminisce 2U

Sorcery

Target player shuffles his or her graveyard into his or her library.

Leave the door to the past even slightly ajar and it could be blown off its hinges.

Ralph Horsley

™ & © 1993–2012 Wizards of the Coast LLC 22/90

Reminisce 2U

Sorcery

Target player shuffles his or her graveyard into his or her library.

Leave the door to the past even slightly ajar and it could be blown off its hinges.

Ralph Horsley

™ & © 1993–2012 Wizards of the Coast LLC 22/90

Reminisce 2U

Sorcery

Target player shuffles his or her graveyard into his or her library.

Leave the door to the past even slightly ajar and it could be blown off its hinges.

Ralph Horsley

™ & © 1993–2012 Wizards of the Coast LLC 22/90

Reminisce 2U

Sorcery

Target player shuffles his or her graveyard into his or her library.

Leave the door to the past even slightly ajar and it could be blown off its hinges.

Ralph Horsley

™ & © 1993–2012 Wizards of the Coast LLC 22/90

Reminisce 2U

Sorcery

Target player shuffles his or her graveyard into his or her library.

Leave the door to the past even slightly ajar and it could be blown off its hinges.

Ralph Horsley

™ & © 1993–2012 Wizards of the Coast LLC 22/90

Reminisce 2U

Sorcery

Target player shuffles his or her graveyard into his or her library.

Leave the door to the past even slightly ajar and it could be blown off its hinges.

Ralph Horsley

™ & © 1993–2012 Wizards of the Coast LLC 22/90

Reminisce 2U

Sorcery

Target player shuffles his or her graveyard into his or her library.

Leave the door to the past even slightly ajar and it could be blown off its hinges.

Ralph Horsley

™ & © 1993–2012 Wizards of the Coast LLC 22/90