Hypergenesis



Sorcery

Hypergenesis is green.

Suspend 3—1

Starting with you, each player may put an artifact, creature, enchantment, or land card from his or her hand into play. Repeat this process until no one puts a card into play.

Ron Spears

™ & © 1993-2006 Wizards of the Coast, Inc. 201301

Hypergenesis

Sorcery

Hypergenesis is green.

Suspend 3—1

Starting with you, each player may put an artifact, creature, enchantment, or land card from his or her hand into play. Repeat this process until no one puts a card into play.

Ron Spears

™ & © 1993-2006 Wizards of the Coast, Inc. 201301

Hypergenesis

Sorcery

Hypergenesis is green.

Suspend 3—1

Starting with you, each player may put an artifact, creature, enchantment, or land card from his or her hand into play. Repeat this process until no one puts a card into play.

Ron Spears

™ & © 1993-2006 Wizards of the Coast, Inc. 201301

Hypergenesis



Sorcery

Hypergenesis is green.

Suspend 3—1

Starting with you, each player may put an artifact, creature, enchantment, or land card from his or her hand into play. Repeat this process until no one puts a card into play.

Ron Spears

™ & © 1993-2006 Wizards of the Coast, Inc. 201301

Hypergenesis

Sorcery

Hypergenesis is green.

Suspend 3—1

Starting with you, each player may put an artifact, creature, enchantment, or land card from his or her hand into play. Repeat this process until no one puts a card into play.

Ron Spears

™ & © 1993-2006 Wizards of the Coast, Inc. 201301

Hypergenesis

Sorcery

Hypergenesis is green.

Suspend 3—1

Starting with you, each player may put an artifact, creature, enchantment, or land card from his or her hand into play. Repeat this process until no one puts a card into play.

Ron Spears

™ & © 1993-2006 Wizards of the Coast, Inc. 201301

Hypergenesis



Sorcery

Hypergenesis is green.

Suspend 3—1

Starting with you, each player may put an artifact, creature, enchantment, or land card from his or her hand into play. Repeat this process until no one puts a card into play.

Ron Spears

™ & © 1993-2006 Wizards of the Coast, Inc. 201301

Hypergenesis

Sorcery

Hypergenesis is green.

Suspend 3—1

Starting with you, each player may put an artifact, creature, enchantment, or land card from his or her hand into play. Repeat this process until no one puts a card into play.

Ron Spears

™ & © 1993-2006 Wizards of the Coast, Inc. 201301

Hypergenesis

Sorcery

Hypergenesis is green.

Suspend 3—1

Starting with you, each player may put an artifact, creature, enchantment, or land card from his or her hand into play. Repeat this process until no one puts a card into play.

Ron Spears

™ & © 1993-2006 Wizards of the Coast, Inc. 201301