

Cryptic Annelid

3



Creature — Worm Beast

When Cryptic Annelid enters the battlefield, scry 1, then scry 2, then scry 3. (To scry *X*, look at the top *X* cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

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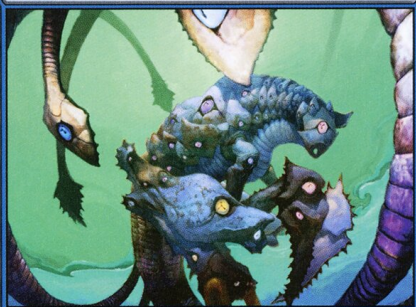
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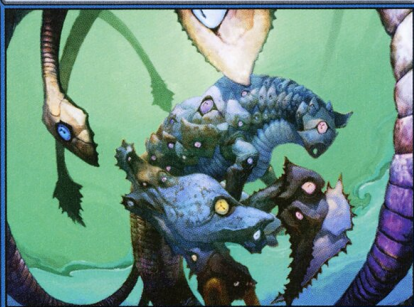
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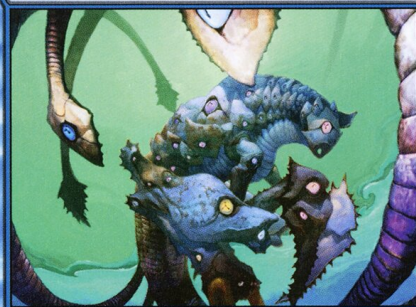
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