Lose Hope



Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope



Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope



Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope



Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165

Lose Hope

Instant

Target creature gets -1/-1 until end of turn.

Scry 2 *(Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 52/165