Truth or Tale 1U



Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put a card from the chosen pile into your hand, then put all other cards revealed this way on the bottom of your library in any order.

Michael Phillippi

™ & © 1993–2006 Wizards of the Coast, Inc. 89/301

Truth or Tale 1U

Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put a card from the chosen pile into your hand, then put all other cards revealed this way on the bottom of your library in any order.

Michael Phillippi

™ & © 1993–2006 Wizards of the Coast, Inc. 89/301

Truth or Tale 1U

Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put a card from the chosen pile into your hand, then put all other cards revealed this way on the bottom of your library in any order.

Michael Phillippi

™ & © 1993–2006 Wizards of the Coast, Inc. 89/301

Truth or Tale 1U



Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put a card from the chosen pile into your hand, then put all other cards revealed this way on the bottom of your library in any order.

Michael Phillippi

™ & © 1993–2006 Wizards of the Coast, Inc. 89/301

Truth or Tale 1U

Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put a card from the chosen pile into your hand, then put all other cards revealed this way on the bottom of your library in any order.

Michael Phillippi

™ & © 1993–2006 Wizards of the Coast, Inc. 89/301

Truth or Tale 1U

Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put a card from the chosen pile into your hand, then put all other cards revealed this way on the bottom of your library in any order.

Michael Phillippi

™ & © 1993–2006 Wizards of the Coast, Inc. 89/301

Truth or Tale 1U



Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put a card from the chosen pile into your hand, then put all other cards revealed this way on the bottom of your library in any order.

Michael Phillippi

™ & © 1993–2006 Wizards of the Coast, Inc. 89/301

Truth or Tale 1U

Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put a card from the chosen pile into your hand, then put all other cards revealed this way on the bottom of your library in any order.

Michael Phillippi

™ & © 1993–2006 Wizards of the Coast, Inc. 89/301

Truth or Tale 1U

Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put a card from the chosen pile into your hand, then put all other cards revealed this way on the bottom of your library in any order.

Michael Phillippi

™ & © 1993–2006 Wizards of the Coast, Inc. 89/301