
Smuggler's Surprise
Instant
Spree
+ 2 — Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.
+ 4 — You may put up to two creature cards from your hand onto the battlefield.
+ 1 — Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.
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