

Meek Attack

2

Enchantment

1: You may put a creature card with total power and toughness 5 or less from your hand onto the battlefield. That creature gains haste. At the beginning of the next end step, sacrifice that creature.

"Curiosity pulled at Auntie, she had to know. How many pokes do you need to take a toe?"
—A tale of Auntie Grub

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