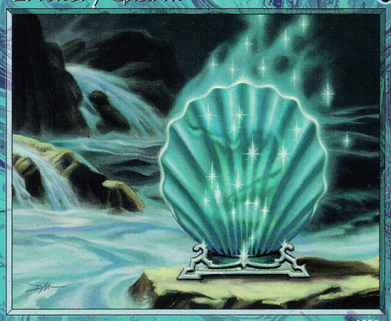
Trickery Charm



Instant

Choose one — Target creature gains flying until end of turn; or target creature's type becomes the creature type of your choice until end of turn; or look at the top four cards of your library, then put them back in any order.

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