Fight Rigging



Enchantment

Hideaway 5 *(When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)*

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if you control a creature with power 7 or greater, you may play the exiled card without paying its mana cost.

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