Phantom Steed



Creature — Horse Illusion

Flash

When Phantom Steed enters the battlefield, exile another target creature you control until Phantom Steed leaves the battlefield.

Whenever Phantom Steed attacks, create a tapped and attacking token that's a copy of the exiled creature, except it's an Illusion in addition to its other types. Sacrifice that token at end of combat.

4/3

018/062 R
AFC • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Phantom Steed

Creature — Horse Illusion

Flash

When Phantom Steed enters the battlefield, exile another target creature you control until Phantom Steed leaves the battlefield.

Whenever Phantom Steed attacks, create a tapped and attacking token that's a copy of the exiled creature, except it's an Illusion in addition to its other types. Sacrifice that token at end of combat.

4/3

018/062 R
AFC • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Phantom Steed

Creature — Horse Illusion

Flash

When Phantom Steed enters the battlefield, exile another target creature you control until Phantom Steed leaves the battlefield.

Whenever Phantom Steed attacks, create a tapped and attacking token that's a copy of the exiled creature, except it's an Illusion in addition to its other types. Sacrifice that token at end of combat.

4/3

018/062 R
AFC • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Phantom Steed



Creature — Horse Illusion

Flash

When Phantom Steed enters the battlefield, exile another target creature you control until Phantom Steed leaves the battlefield.

Whenever Phantom Steed attacks, create a tapped and attacking token that's a copy of the exiled creature, except it's an Illusion in addition to its other types. Sacrifice that token at end of combat.

4/3

018/062 R
AFC • EN Brian Valeza

™ & © 2021 Wizards of the Coast