
Phantom Steed
3
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
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