
Freestrider Commando
Creature — Centaur Mercenary
Freestrider Commando enters the battlefield with two +1/+1 counters on it if it wasn't cast or no mana was spent to cast it.
Plot 3 (You may pay 3 and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)
3/3
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