
X, Mystery Racer
Legendary Creature — Human Spy
R
When X enters, you may put it into target opponent's hand. If you do, as long as it remains in their hand, that player can't cast cast X and they play with their hand revealed.
During your turn while X is in an opponent's hand, you may activate abilities of nonland permanents opponents control. If you activate the crew or saddle ability of a permanent this way, gain control of it until end of turn. Untap it. It gains haste until end of turn.
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