
Crashing Centaur
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Creature — Centaur
, Discard a card from your hand: Crashing Centaur gains trample until end of turn.
Threshold — Crashing Centaur gets +2/+2 and can't be the target of spells or abilities. (You have threshold as long as seven or more cards are in your graveyard.)
Illus. Eric Peterson
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