
Monastery Raid
2
Sorcery
Freerunning X (You may cast this spell for its freerunning cost if you dealt combat damage to a player this turn with an Assassin or commander.)
Exile the top two cards of your library. If this spell's freerunning cost was paid, exile the top X cards of your library instead. You may play the exiled cards until the end of your next turn.
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