Monastery Raid



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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