



**Card name :** Crashing Centaur

**Mana Cost :** 4

**Types :** Creature - Centaur

**Card Text :** Discard a card: Crashing Centaur gains trample until end of turn.

**Threshold -** As long as seven or more cards are in your graveyard, Crashing Centaur gets +2/+2 and has trample.

**P/T :** 3 / 4

**Expansion :** Odyssey

**Rarity :** Uncommon