
Deepfathom Echo
2
Creature — Merfolk Spirit
At the beginning of combat on your turn, Deepfathom Echo explores. Then you may have it become a copy of another creature you control until end of turn. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)
4/4
R 0228
LCI ★ EN
Matt Stewart
™ & © 2023 Wizards of the Coast