Deepfathom Echo 2UG



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

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