
Ravenloft Adventurer
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22*
Creature — Human Rogue Assassin
When Ravenloft Adventurer enters the battlefield, you take the initiative.
If a creature an opponent controls would die, instead exile it and put a hit counter on it.
Whenever Ravenloft Adventurer attacks, if you've completed a dungeon, defending player loses 1 life for each card they own in exile with a hit counter on it.
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