Tomb of Horrors Adventurer 5



Creature — Elf Monk

When Tomb of Horrors Adventurer enters the battlefield, you take the initiative.

Whenever you cast your second spell each turn, copy it. If you've completed a dungeon, copy that spell twice instead. You may choose new targets for the copies. *(A copy of a permanent spell becomes a token.)*

4/4

100/361 R
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