
Hofri Ghostforge
3
Legendary Creature — Dwarf Cleric
Spirits you control get +1/+1 and have trample and haste.
Whenever another nontoken creature you control dies, exile it. If you do, create a token that's a copy of that creature, except it's a Spirit in addition to its other types and it has "When this creature leaves the battlefield, return the exiled card to your graveyard."
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