Celebr-8000 5



Artifact Creature — Clown Robot

At the beginning of combat on your turn, roll two six-sided dice. For each result of 1, Celebr-8000 gets +1/+1 until end of turn. For each other result, it gains the indicated ability until end of turn. If you rolled doubles, it also gains double strike until end of turn.

- 2 — menace
- 3 — vigilance
- 4 — lifelink
- 5 — flying
- 6 — indestructible

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UNF • EN Ralph Horsley

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