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 • 5 — flying
• 3 — vigilance • 6 — indestructible
• 4 — lifelink

3/3

185/244 R
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast