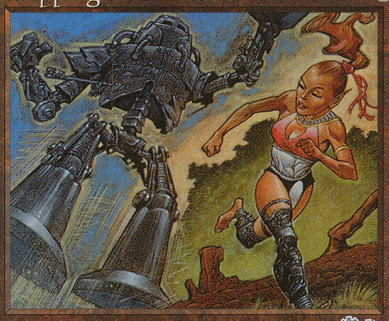
hopping Automaton 3



Artifact Creature

0: Hopping Automaton gets -1/-1 and gains flying until end of turn.

Designed to carry equipment across rivers, the hopping automaton was soon pressed into service in the infantry.

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