Six-Sided Die

2



Instant

Choose target creature. Roll a six-sided die.
1 — It has base toughness 1 until end of turn.
2 — Put two -1/-1 counters on it.
3 — Six-Sided Die deals 3 damage to it and you gain 3 life.
4 — It gets -4/-4 until end of turn.
5 — Destroy it.
6 — Exile it.

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