Six-Sided Die



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.

Six-Sided Die

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.

Six-Sided Die

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.

Six-Sided Die



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.

Six-Sided Die

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.

Six-Sided Die

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.

Six-Sided Die



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.

Six-Sided Die

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.

Six-Sided Die

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.