One-Clown Band 1



Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1



Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1



Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1



Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast

One-Clown Band 1

Artifact Creature — Clown Robot Bard

2: Target Robot gets +2/+0 until end of turn.

Programmed to play more than seventy instruments and only one song.

1/3

117/244 C
UNF • EN Ralph Horsley
™ & © 2022 Wizards of the Coast