
Free-Range Chicken
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Summon Chicken
1 : Roll two six-sided dice. If both die rolls are the same, Free-Range Chicken gets +X/+X until end of turn, where X is the number rolled on each die. Otherwise, if the total rolled is equal to any other total you have rolled this turn for Free-Range Chicken, sacrifice it. (For example, if you roll two 3s, Free-Range Chicken gets +3/+3. If you roll a total of 6 for Free-Range Chicken later in that turn, sacrifice it.)
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