
Comet, Stellar Pup
2
Legendary Planeswalker — Comet
0: Roll a six-sided die.
1 or 2 — +2, then create two 1/1 green Squirrel creature tokens. They gain haste until end of turn.
3 — −3, then return a card with mana value 2 or less from your graveyard to your hand.
4 or 5 — Comet, Stellar Pup deals damage equal to the number of loyalty counters on him to a creature or player, then −3.
6 — +1, and you may activate Comet, Stellar Pup's loyalty ability two more times this turn.
5