Comet, Stellar Pup



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 — −1, 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 −1.

6 — +1, and you may activate Comet, Stellar Pup's loyalty ability two more times this turn.

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