Bottle of Suleiman 4



Artifact

1: Flip a coin, with opponent calling heads or tails while coin is in the air. If the flip ends up in opponent's favor, Bottle of Suleiman does 5 damage to you. Otherwise, a 5/5 flying Djinn immediately comes into play on your side. Use a counter to represent Djinn. Djinn is treated exactly like a normal artifact creature except that if it leaves play it is removed from the game entirely. No matter how the flip turns out, Bottle of Suleiman is discarded after use.

Illus. © Jesper Myrfors

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