Risky Move 3



Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3



Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3



Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3



Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350

Risky Move 3

Enchantment

At the beginning of each player's upkeep, that player gains control of Risky Move.

When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Illus. Jerry Tiritilli

™ & © 1993–2002 Wizards of the Coast, Inc. 223/350