The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast

The Countdown Is at One 3RR



Sorcery

Players play a **Magic** subgame, starting at 1 life and using their libraries as their decks. For the rest of the main game, if a source would deal damage to a player who didn't win the subgame, it deals double that damage to that player instead.

080/216 R
UST • EN Jesper Ejsing
™ & © 2017 Wizards of the Coast