
Bottle of Suleiman
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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.
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