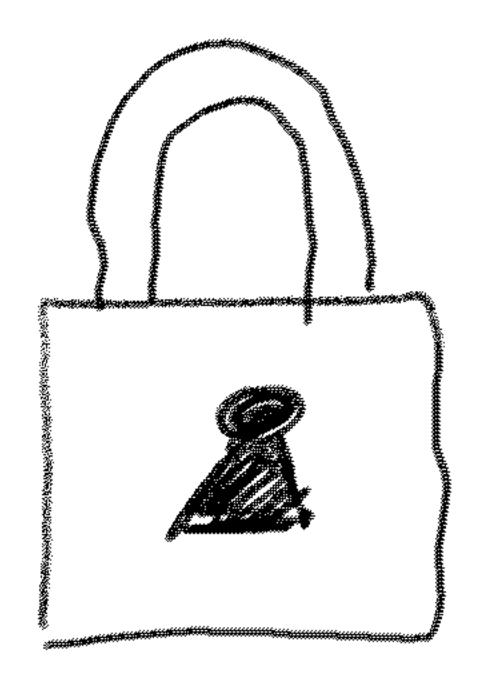
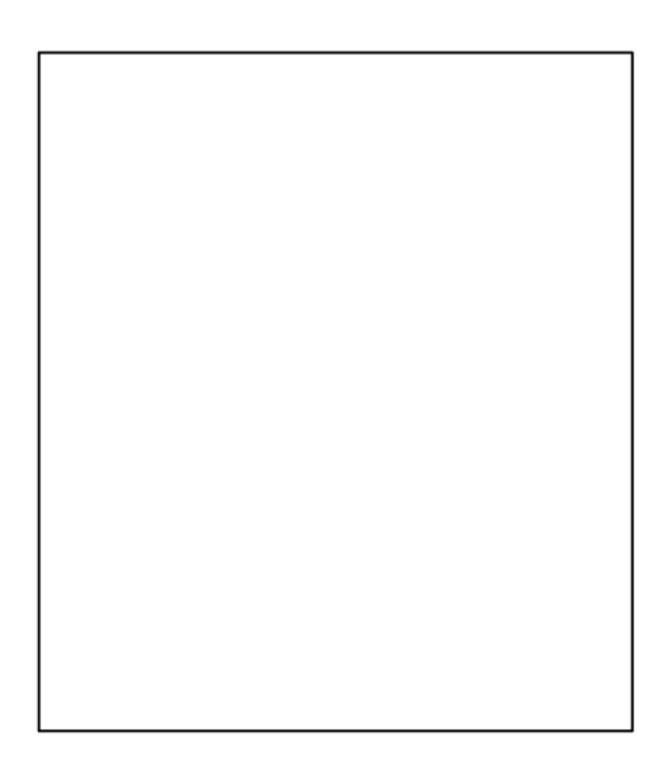
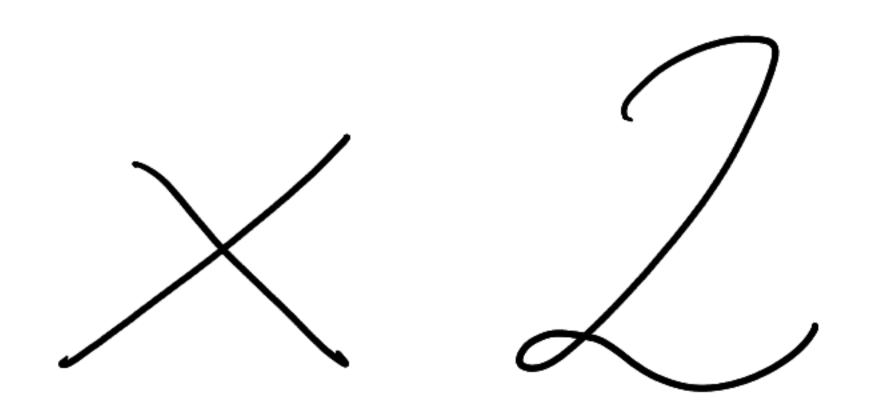
## Lock a die

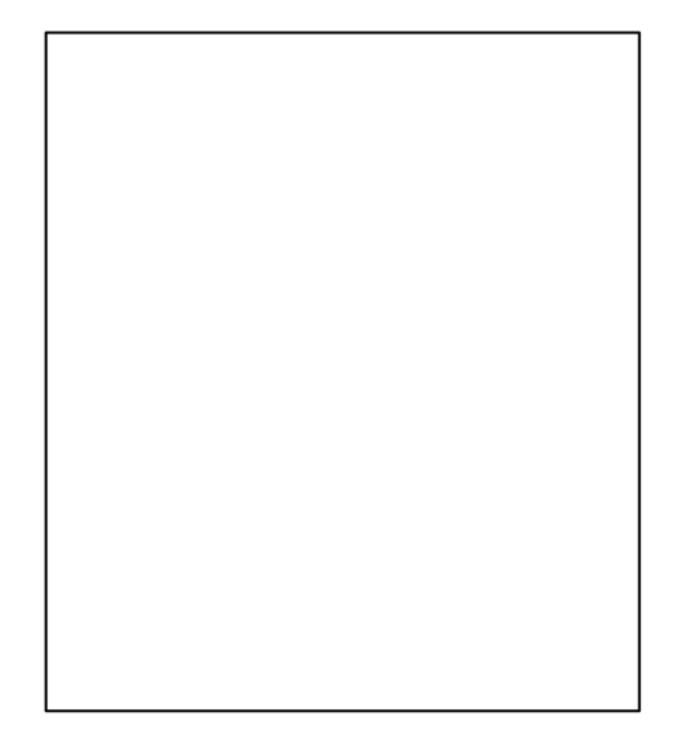




cost: 2xX

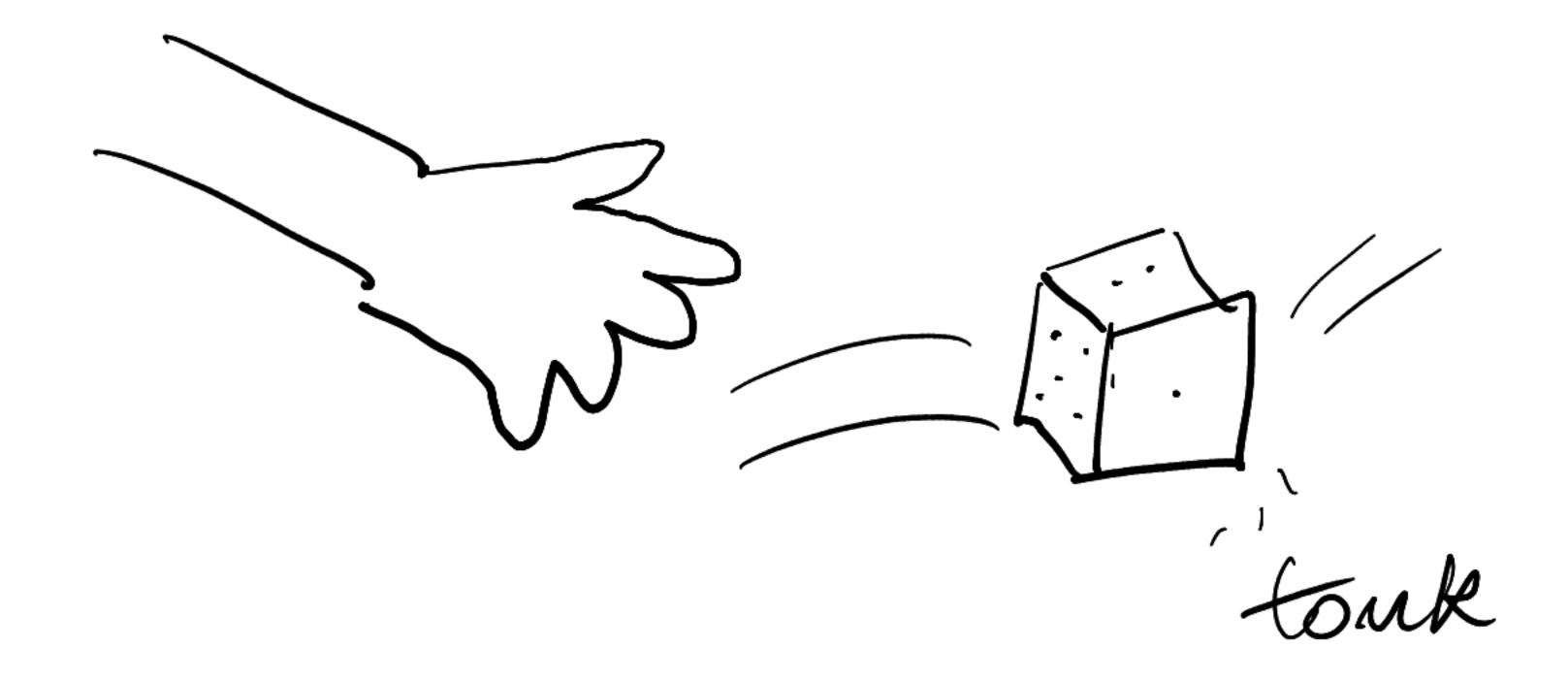
## Double a die





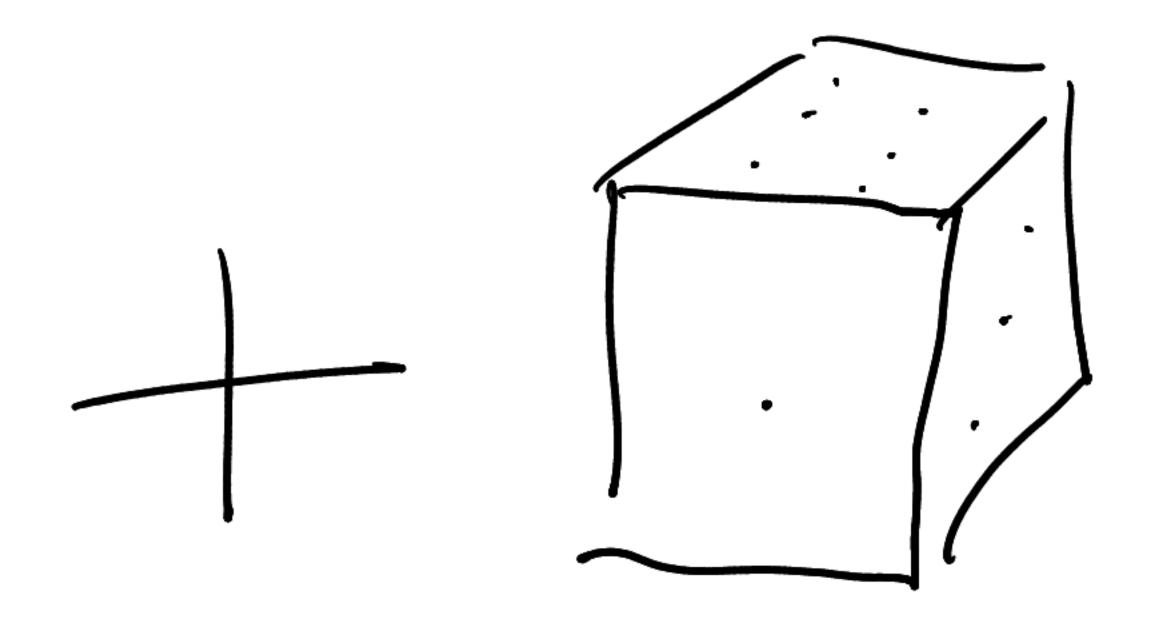
cost: 4X8

## Re-roll a die



ost: 2× Y

## Roll an extra die



cost: 4x Y