Done for the Day 2



Enchantment

At the beginning of your end step, if you control an Employee, a Performer, or a Robot, you may get {E} or create a Treasure token. If you control all three, you may put a sticker on a nonland permanent you own.

Punchy was programmed to do two things: punch tickets and love punching tickets.

Done for the Day 2

Enchantment

At the beginning of your end step, if you control an Employee, a Performer, or a Robot, you may get {E} or create a Treasure token. If you control all three, you may put a sticker on a nonland permanent you own.

Punchy was programmed to do two things: punch tickets and love punching tickets.

Done for the Day 2

Enchantment

At the beginning of your end step, if you control an Employee, a Performer, or a Robot, you may get {E} or create a Treasure token. If you control all three, you may put a sticker on a nonland permanent you own.

Punchy was programmed to do two things: punch tickets and love punching tickets.

Done for the Day 2



Enchantment

At the beginning of your end step, if you control an Employee, a Performer, or a Robot, you may get {E} or create a Treasure token. If you control all three, you may put a sticker on a nonland permanent you own.

Punchy was programmed to do two things: punch tickets and love punching tickets.

Done for the Day 2

Enchantment

At the beginning of your end step, if you control an Employee, a Performer, or a Robot, you may get {E} or create a Treasure token. If you control all three, you may put a sticker on a nonland permanent you own.

Punchy was programmed to do two things: punch tickets and love punching tickets.

Done for the Day 2

Enchantment

At the beginning of your end step, if you control an Employee, a Performer, or a Robot, you may get {E} or create a Treasure token. If you control all three, you may put a sticker on a nonland permanent you own.

Punchy was programmed to do two things: punch tickets and love punching tickets.

Done for the Day 2



Enchantment

At the beginning of your end step, if you control an Employee, a Performer, or a Robot, you may get {E} or create a Treasure token. If you control all three, you may put a sticker on a nonland permanent you own.

Punchy was programmed to do two things: punch tickets and love punching tickets.

Done for the Day 2

Enchantment

At the beginning of your end step, if you control an Employee, a Performer, or a Robot, you may get {E} or create a Treasure token. If you control all three, you may put a sticker on a nonland permanent you own.

Punchy was programmed to do two things: punch tickets and love punching tickets.

Done for the Day 2

Enchantment

At the beginning of your end step, if you control an Employee, a Performer, or a Robot, you may get {E} or create a Treasure token. If you control all three, you may put a sticker on a nonland permanent you own.

Punchy was programmed to do two things: punch tickets and love punching tickets.