Seize the Spotlight 2R



Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R



Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R



Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R



Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast

Seize the Spotlight 2R

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

"I look really good in white."

R 7044
SLD ★ EN ✒ Pauline Voss

© UTV
™ & © 2025 Wizards of the Coast