Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot



Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast

Cover the Spot

Artifact — Attraction

Visit — Drop three cards you own from outside the game one at a time onto the playing area from a height of at least one foot *(about 0.3 meters)*. If those cards completely cover Cover the Spot, claim the prize!

Prize — You get ★★★★, then you may put a sticker on a nonland permanent you own. Sacrifice Cover the Spot, then open an Attraction.

207/244 C
UNF • EN Jeff Miracola

™ & © 2022 Wizards of the Coast