Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.

Command Performance 1



Sorcery

Choose two —
- Open an Attraction. *(Put the top card of your Attraction deck onto the battlefield.)*
- Roll to visit your Attractions.
- You get .
- You may put a sticker on a nonland permanent you own.