
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.