Glaring Spotlight 1



Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1



Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1



Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1



Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249

Glaring Spotlight 1

Artifact

Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

3, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and are unblockable this turn.

Adam Paquette

™ & © 2013 Wizards of the Coast 229/249