You're in Command 1✳



Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳



Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳



Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳



Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

You're in Command 1✳

Sorcery

Choose target creature you own and control. That creature becomes your commander. Any other commanders you have are no longer your commander. *(That creature starts with a commander tax of 0.)*

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast