Training Center



Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center



Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center



Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center



Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Training Center

Land

Training Center enters the battlefield tapped unless you have two or more opponents.

{T}: Add {U} or {R}.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✍ Daniel Ljunggren
™ & © 2023 Wizards of the Coast