TCRI Building



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.

The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.

L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.

The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.

L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.

The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.

L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.

The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.

L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast

TCRI Building
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.
The light from the Translocation Matrix could be seen throughout the city. The utroms knew they only had a brief window to escape after its accidental activation.
L 0189
TMT • EN • AENAMI
©2026 Viacom.
™ & © 2026 Wizards of the Coast