Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station



Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg

Tramway Station

Land

Tramway Station enters the battlefield tapped.

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

{2}{B}{R}, {T}, Sacrifice Tramway Station: Draw a card.

A ten-minute ride can take you to the luxury of Park Heights, or the grit of the Caldaia.

258/281 C
SNC • EN
™ & © 2022 Wizards of the Coast
Alexander Forssberg