Spectator Seating



Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating



Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating



Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating



Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast

Spectator Seating

Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

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

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN
Jenn Ravenna

™ & © 2020 Wizards of the Coast