Caribou Range 2 ✱✱



Enchant Land

When Caribou Range comes into play, choose target land you control.
✱✱: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature.
0: Sacrifice a Caribou token to gain 1 life.

Illus. Ruth Thompson
© 1995 Wizards of the Coast, Inc. All rights reserved.

Caribou Range 2 ✱✱

Enchant Land

When Caribou Range comes into play, choose target land you control.
✱✱: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature.
0: Sacrifice a Caribou token to gain 1 life.

Illus. Ruth Thompson
© 1995 Wizards of the Coast, Inc. All rights reserved.

Caribou Range 2 ✱✱

Enchant Land

When Caribou Range comes into play, choose target land you control.
✱✱: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature.
0: Sacrifice a Caribou token to gain 1 life.

Illus. Ruth Thompson
© 1995 Wizards of the Coast, Inc. All rights reserved.

Caribou Range 2 ✱✱

Enchant Land

When Caribou Range comes into play, choose target land you control.
✱✱: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature.
0: Sacrifice a Caribou token to gain 1 life.

Illus. Ruth Thompson
© 1995 Wizards of the Coast, Inc. All rights reserved.

Caribou Range 2 ✱✱

Enchant Land

When Caribou Range comes into play, choose target land you control.
✱✱: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature.
0: Sacrifice a Caribou token to gain 1 life.

Illus. Ruth Thompson
© 1995 Wizards of the Coast, Inc. All rights reserved.

Caribou Range 2 ✱✱

Enchant Land

When Caribou Range comes into play, choose target land you control.
✱✱: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature.
0: Sacrifice a Caribou token to gain 1 life.

Illus. Ruth Thompson
© 1995 Wizards of the Coast, Inc. All rights reserved.

Caribou Range 2 ✱✱

Enchant Land

When Caribou Range comes into play, choose target land you control.
✱✱: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature.
0: Sacrifice a Caribou token to gain 1 life.

Illus. Ruth Thompson
© 1995 Wizards of the Coast, Inc. All rights reserved.

Caribou Range 2 ✱✱

Enchant Land

When Caribou Range comes into play, choose target land you control.
✱✱: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature.
0: Sacrifice a Caribou token to gain 1 life.

Illus. Ruth Thompson
© 1995 Wizards of the Coast, Inc. All rights reserved.

Caribou Range 2 ✱✱

Enchant Land

When Caribou Range comes into play, choose target land you control.
✱✱: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature.
0: Sacrifice a Caribou token to gain 1 life.

Illus. Ruth Thompson
© 1995 Wizards of the Coast, Inc. All rights reserved.