
Ranger Class
1
(Gain the next level as a sorcery to add its ability.)
When Ranger Class enters the battlefield, create a 2/2 green Wolf creature token.
1:
Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
3:
Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Enchantment — Class
202/281 R
AFR ★ EN
Suzanne Helmigh
™ & © 2021 Wizards of the Coast

Ranger Class
1
(Gain the next level as a sorcery to add its ability.)
When Ranger Class enters the battlefield, create a 2/2 green Wolf creature token.
1:
Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
3:
Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Enchantment — Class
202/281 R
AFR ★ EN
Suzanne Helmigh
™ & © 2021 Wizards of the Coast

Ranger Class
1
(Gain the next level as a sorcery to add its ability.)
When Ranger Class enters the battlefield, create a 2/2 green Wolf creature token.
1:
Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
3:
Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Enchantment — Class
202/281 R
AFR ★ EN
Suzanne Helmigh
™ & © 2021 Wizards of the Coast

Ranger Class
1
(Gain the next level as a sorcery to add its ability.)
When Ranger Class enters the battlefield, create a 2/2 green Wolf creature token.
1:
Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
3:
Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Enchantment — Class
202/281 R
AFR ★ EN
Suzanne Helmigh
™ & © 2021 Wizards of the Coast

Ranger Class
1
(Gain the next level as a sorcery to add its ability.)
When Ranger Class enters the battlefield, create a 2/2 green Wolf creature token.
1:
Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
3:
Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Enchantment — Class
202/281 R
AFR ★ EN
Suzanne Helmigh
™ & © 2021 Wizards of the Coast

Ranger Class
1
(Gain the next level as a sorcery to add its ability.)
When Ranger Class enters the battlefield, create a 2/2 green Wolf creature token.
1:
Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
3:
Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Enchantment — Class
202/281 R
AFR ★ EN
Suzanne Helmigh
™ & © 2021 Wizards of the Coast

Ranger Class
1
(Gain the next level as a sorcery to add its ability.)
When Ranger Class enters the battlefield, create a 2/2 green Wolf creature token.
1:
Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
3:
Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Enchantment — Class
202/281 R
AFR ★ EN
Suzanne Helmigh
™ & © 2021 Wizards of the Coast

Ranger Class
1
(Gain the next level as a sorcery to add its ability.)
When Ranger Class enters the battlefield, create a 2/2 green Wolf creature token.
1:
Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
3:
Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Enchantment — Class
202/281 R
AFR ★ EN
Suzanne Helmigh
™ & © 2021 Wizards of the Coast

Ranger Class
1
(Gain the next level as a sorcery to add its ability.)
When Ranger Class enters the battlefield, create a 2/2 green Wolf creature token.
1:
Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
3:
Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Enchantment — Class
202/281 R
AFR ★ EN
Suzanne Helmigh
™ & © 2021 Wizards of the Coast