
Raging Ravine
Land
This land enters tapped.
: Add or .
: Until end of turn, this land becomes a 3/3 red and green Elemental creature with “Whenever this creature attacks, put a +1/+1 counter on it.” It’s still a land.
R 0080
EOS • EN
BEMOCS
™ & © 2025 Wizards of the Coast


Raging Ravine
Land
This land enters tapped.
: Add or .
: Until end of turn, this land becomes a 3/3 red and green Elemental creature with “Whenever this creature attacks, put a +1/+1 counter on it.” It’s still a land.
R 0080
EOS • EN
BEMOCS
™ & © 2025 Wizards of the Coast


Raging Ravine
Land
This land enters tapped.
: Add or .
: Until end of turn, this land becomes a 3/3 red and green Elemental creature with “Whenever this creature attacks, put a +1/+1 counter on it.” It’s still a land.
R 0080
EOS • EN
BEMOCS
™ & © 2025 Wizards of the Coast


Raging Ravine
Land
This land enters tapped.
: Add or .
: Until end of turn, this land becomes a 3/3 red and green Elemental creature with “Whenever this creature attacks, put a +1/+1 counter on it.” It’s still a land.
R 0080
EOS • EN
BEMOCS
™ & © 2025 Wizards of the Coast