Haunted Ridge



Land

Haunted Ridge enters the battlefield tapped unless you control two or more other lands.

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

Swirling eddies of ash hide crumbling cliffs, treacherous drops, and the slavering maws of unknown evils.

263/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Haunted Ridge

Land

Haunted Ridge enters the battlefield tapped unless you control two or more other lands.

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

Swirling eddies of ash hide crumbling cliffs, treacherous drops, and the slavering maws of unknown evils.

263/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Haunted Ridge

Land

Haunted Ridge enters the battlefield tapped unless you control two or more other lands.

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

Swirling eddies of ash hide crumbling cliffs, treacherous drops, and the slavering maws of unknown evils.

263/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Haunted Ridge

Land

Haunted Ridge enters the battlefield tapped unless you control two or more other lands.

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

Swirling eddies of ash hide crumbling cliffs, treacherous drops, and the slavering maws of unknown evils.

263/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Haunted Ridge

Land

Haunted Ridge enters the battlefield tapped unless you control two or more other lands.

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

Swirling eddies of ash hide crumbling cliffs, treacherous drops, and the slavering maws of unknown evils.

263/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Haunted Ridge

Land

Haunted Ridge enters the battlefield tapped unless you control two or more other lands.

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

Swirling eddies of ash hide crumbling cliffs, treacherous drops, and the slavering maws of unknown evils.

263/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Haunted Ridge

Land

Haunted Ridge enters the battlefield tapped unless you control two or more other lands.

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

Swirling eddies of ash hide crumbling cliffs, treacherous drops, and the slavering maws of unknown evils.

263/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Haunted Ridge

Land

Haunted Ridge enters the battlefield tapped unless you control two or more other lands.

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

Swirling eddies of ash hide crumbling cliffs, treacherous drops, and the slavering maws of unknown evils.

263/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Haunted Ridge

Land

Haunted Ridge enters the battlefield tapped unless you control two or more other lands.

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

Swirling eddies of ash hide crumbling cliffs, treacherous drops, and the slavering maws of unknown evils.

263/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast