Raging Ravine



Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine



Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine



Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine



Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast

Raging Ravine

Land

Raging Ravine enters the battlefield tapped.

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

{2}{R}{G}: Until end of turn, Raging Ravine 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.

910 R
CLB • EN Todd Lockwood
™ & © 2022 Wizards of the Coast