

Raging Ravine



Land

This land enters tapped.

☞: Add  or .

2  : 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 0160

ECC · EN

☞ Todd Lockwood

™ & © 2026 Wizards of the Coast

Raging Ravine



Land

This land enters tapped.

☞: Add  or .

2  : 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.

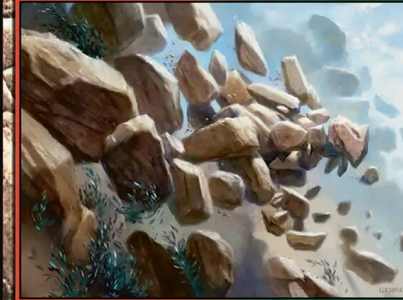
R 0160

ECC · EN

☞ Todd Lockwood

™ & © 2026 Wizards of the Coast

Raging Ravine



Land

This land enters tapped.

☞: Add  or .

2  : 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.

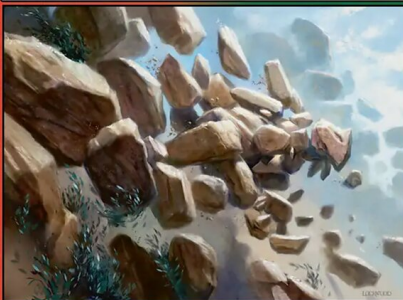
R 0160

ECC · EN

☞ Todd Lockwood

™ & © 2026 Wizards of the Coast

Raging Ravine



Land

This land enters tapped.

☞: Add  or .

2  : 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 0160

ECC · EN

☞ Todd Lockwood

™ & © 2026 Wizards of the Coast

Raging Ravine



Land

This land enters tapped.

☞: Add  or .

2  : 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.

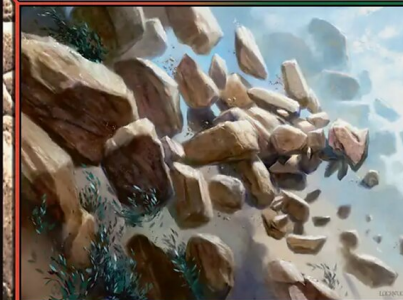
R 0160

ECC · EN

☞ Todd Lockwood

™ & © 2026 Wizards of the Coast

Raging Ravine



Land

This land enters tapped.

☞: Add  or .

2  : 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.

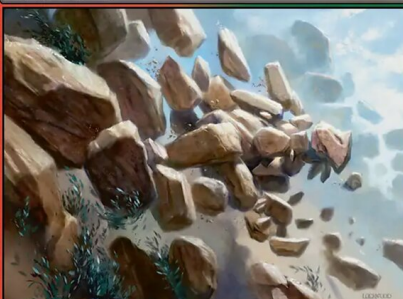
R 0160

ECC · EN

☞ Todd Lockwood

™ & © 2026 Wizards of the Coast

Raging Ravine



Land

This land enters tapped.

☞: Add  or .

2  : 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.

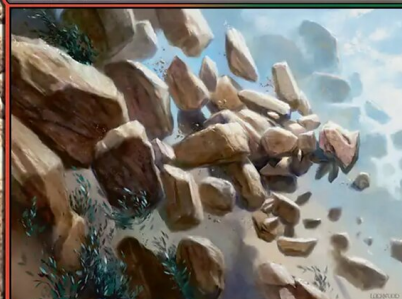
R 0160

ECC · EN

☞ Todd Lockwood

™ & © 2026 Wizards of the Coast

Raging Ravine



Land

This land enters tapped.

☞: Add  or .

2  : 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.

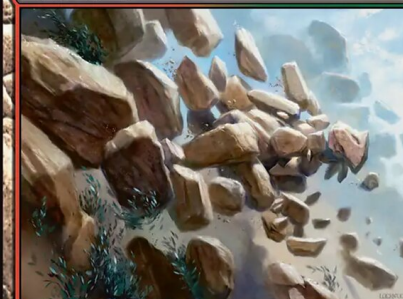
R 0160

ECC · EN

☞ Todd Lockwood

™ & © 2026 Wizards of the Coast

Raging Ravine



Land

This land enters tapped.

☞: Add  or .

2  : 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 0160

ECC · EN

☞ Todd Lockwood

™ & © 2026 Wizards of the Coast