Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast

Ashroot Animist 2RG



Creature — Lizard Druid

Trample
When this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

"The land is my steed, and I am its champion!"

4/4

R 0345
FDN • EN ✒ Lie Setiawan
™ & © 2024 Wizards of the Coast