Loyal Guardian 4G



Creature — Rhino

Trample

Lieutenant — At the beginning of combat on your turn, if you control your commander, put a +1/+1 counter on each creature you control.

Each scar on its hide is a badge of honor.

4/4

031/307 U
C18 • EN Robbie Trevino

™ & © 2018 Wizards of the Coast

Loyal Guardian 4G



Creature — Rhino

Trample

Lieutenant — At the beginning of combat on your turn, if you control your commander, put a +1/+1 counter on each creature you control.

Each scar on its hide is a badge of honor.

4/4

031/307 U
C18 • EN Robbie Trevino

™ & © 2018 Wizards of the Coast

Loyal Guardian 4G



Creature — Rhino

Trample

Lieutenant — At the beginning of combat on your turn, if you control your commander, put a +1/+1 counter on each creature you control.

Each scar on its hide is a badge of honor.

4/4

031/307 U
C18 • EN Robbie Trevino

™ & © 2018 Wizards of the Coast

Loyal Guardian 4G



Creature — Rhino

Trample

Lieutenant — At the beginning of combat on your turn, if you control your commander, put a +1/+1 counter on each creature you control.

Each scar on its hide is a badge of honor.

4/4

031/307 U
C18 • EN Robbie Trevino

™ & © 2018 Wizards of the Coast