Kird Chieftain

3



Creature — Ape

Kird Chieftain gets +1/+1 as long as you control a Forest.

4: Target creature gets +2/+2 and gains trample until end of turn. *(If it would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)*

3/3

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