Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G



Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350

Rushwood Dryad 1G

Creature — Dryad 8

Forestwalk *(This creature is unblockable as long as defending player controls a Forest.)*

To a dryad, every tree in the forest is both a doorway and a window.

Todd Lockwood

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 278/350