
Ashroot Animist
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.
"We will burn down the old growth of civilization and nurture what sprouts from the ashes."
4/4
R 0478
FDN • EN Caio Monteiro
™ & © 2024 Wizards of the Coast