## Unstoppable Ash



**Creature — Treefolk Warrior**

Trample

Champion a Treefolk or Warrior *(When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.)*

Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

5/5

Brian Snoddy

™ & © 1993-2008 Wizards of the Coast, Inc. 137/150


## Unstoppable Ash



**Creature — Treefolk Warrior**

Trample

Champion a Treefolk or Warrior *(When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.)*

Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

5/5

Brian Snoddy

™ & © 1993-2008 Wizards of the Coast, Inc. 137/150

## Unstoppable Ash



**Creature — Treefolk Warrior**

Trample

Champion a Treefolk or Warrior *(When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.)*

Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

5/5

Brian Snoddy

™ & © 1993-2008 Wizards of the Coast, Inc. 137/150

## Unstoppable Ash



**Creature — Treefolk Warrior**

Trample

Champion a Treefolk or Warrior *(When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.)*

Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

5/5

Brian Snoddy

™ & © 1993-2008 Wizards of the Coast, Inc. 137/150

## Unstoppable Ash



**Creature — Treefolk Warrior**

Trample

Champion a Treefolk or Warrior *(When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.)*

Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

5/5

Brian Snoddy

™ & © 1993-2008 Wizards of the Coast, Inc. 137/150

## Unstoppable Ash



**Creature — Treefolk Warrior**

Trample

Champion a Treefolk or Warrior *(When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.)*

Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

5/5

Brian Snoddy

™ & © 1993-2008 Wizards of the Coast, Inc. 137/150

## Unstoppable Ash



**Creature — Treefolk Warrior**

Trample

Champion a Treefolk or Warrior *(When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.)*

Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

5/5

Brian Snoddy

™ & © 1993-2008 Wizards of the Coast, Inc. 137/150

## Unstoppable Ash



**Creature — Treefolk Warrior**

Trample

Champion a Treefolk or Warrior *(When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.)*

Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

5/5

Brian Snoddy

™ & © 1993-2008 Wizards of the Coast, Inc. 137/150

## Unstoppable Ash



**Creature — Treefolk Warrior**

Trample

Champion a Treefolk or Warrior *(When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.)*

Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

5/5

Brian Snoddy

™ & © 1993-2008 Wizards of the Coast, Inc. 137/150