
Allosaurus Shepherd
Creature — Elf Shaman
Allosaurus Shepherd can't be countered.
Green spells you control can't be countered.
4 : Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.
1/1
028/078 M
JMP • EN
Randy Vargas
™ & © 2020 Wizards of the Coast

Allosaurus Shepherd
Creature — Elf Shaman
Allosaurus Shepherd can't be countered.
Green spells you control can't be countered.
4 : Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.
1/1
028/078 M
JMP • EN
Randy Vargas
™ & © 2020 Wizards of the Coast

Allosaurus Shepherd
Creature — Elf Shaman
Allosaurus Shepherd can't be countered.
Green spells you control can't be countered.
4 : Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.
1/1
028/078 M
JMP • EN
Randy Vargas
™ & © 2020 Wizards of the Coast

Allosaurus Shepherd
Creature — Elf Shaman
Allosaurus Shepherd can't be countered.
Green spells you control can't be countered.
4 : Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.
1/1
028/078 M
JMP • EN
Randy Vargas
™ & © 2020 Wizards of the Coast

Allosaurus Shepherd
Creature — Elf Shaman
Allosaurus Shepherd can't be countered.
Green spells you control can't be countered.
4 : Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.
1/1
028/078 M
JMP • EN
Randy Vargas
™ & © 2020 Wizards of the Coast

Allosaurus Shepherd
Creature — Elf Shaman
Allosaurus Shepherd can't be countered.
Green spells you control can't be countered.
4 : Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.
1/1
028/078 M
JMP • EN
Randy Vargas
™ & © 2020 Wizards of the Coast

Allosaurus Shepherd
Creature — Elf Shaman
Allosaurus Shepherd can't be countered.
Green spells you control can't be countered.
4 : Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.
1/1
028/078 M
JMP • EN
Randy Vargas
™ & © 2020 Wizards of the Coast

Allosaurus Shepherd
Creature — Elf Shaman
Allosaurus Shepherd can't be countered.
Green spells you control can't be countered.
4 : Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.
1/1
028/078 M
JMP • EN
Randy Vargas
™ & © 2020 Wizards of the Coast

Allosaurus Shepherd
Creature — Elf Shaman
Allosaurus Shepherd can't be countered.
Green spells you control can't be countered.
4 : Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.
1/1
028/078 M
JMP • EN
Randy Vargas
™ & © 2020 Wizards of the Coast