Springjack Shepherd 3



Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3



Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3



Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3



Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180

Springjack Shepherd 3

Creature — Kithkin Wizard

Chroma — When Springjack Shepherd comes into play, put a 0/1 white Goat creature token into play for each white mana symbol in the mana costs of permanents you control.

"Better for a doun to lose its cenn than its springjacks."

1/2

Thomas Denmark

™ & © 1993–2008 Wizards of the Coast, Inc. 15/180