Allosaurus Shepherd



Creature — Elf Shaman

This spell 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

132/331 M
2X2 • EN Randy Vargas

™ & © 2022 Wizards of the Coast

Allosaurus Shepherd

Creature — Elf Shaman

This spell 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

132/331 M
2X2 • EN Randy Vargas

™ & © 2022 Wizards of the Coast

Allosaurus Shepherd

Creature — Elf Shaman

This spell 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

132/331 M
2X2 • EN Randy Vargas

™ & © 2022 Wizards of the Coast

Allosaurus Shepherd

Creature — Elf Shaman

This spell 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

132/331 M
2X2 • EN Randy Vargas

™ & © 2022 Wizards of the Coast