Allosaurus Rider 5



Creature — Elf Warrior

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost.

Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

Daren Bader

™ & © 1993-2006 Wizards of the Coast Inc. 101/155

1+★/1+★

Allosaurus Rider 5

Creature — Elf Warrior

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost.

Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

Daren Bader

™ & © 1993-2006 Wizards of the Coast Inc. 101/155

1+★/1+★

Allosaurus Rider 5

Creature — Elf Warrior

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost.

Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

Daren Bader

™ & © 1993-2006 Wizards of the Coast Inc. 101/155

1+★/1+★

Allosaurus Rider 5

Creature — Elf Warrior

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost.

Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

Daren Bader

™ & © 1993-2006 Wizards of the Coast Inc. 101/155

1+★/1+★

Allosaurus Rider 5

Creature — Elf Warrior

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost.

Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

Daren Bader

™ & © 1993-2006 Wizards of the Coast Inc. 101/155

1+★/1+★

Allosaurus Rider 5

Creature — Elf Warrior

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost.

Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

Daren Bader

™ & © 1993-2006 Wizards of the Coast Inc. 101/155

1+★/1+★

Allosaurus Rider 5

Creature — Elf Warrior

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost.

Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

Daren Bader

™ & © 1993-2006 Wizards of the Coast Inc. 101/155

1+★/1+★

Allosaurus Rider 5

Creature — Elf Warrior

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost.

Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

Daren Bader

™ & © 1993-2006 Wizards of the Coast Inc. 101/155

1+★/1+★

Allosaurus Rider 5

Creature — Elf Warrior

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost.

Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

Daren Bader

™ & © 1993-2006 Wizards of the Coast Inc. 101/155

1+★/1+★