Shrouded Shepherd 1W



Creature — Spirit Warrior

Cleave Shadows 1B

Sorcery — Adventure

Creatures your opponents control get -1/-1 until end of turn. *(Then exile this card. You may cast the creature later from exile.)*

When Shrouded Shepherd enters the battlefield, target creature you control gets +2/+2 until end of turn.

2/2

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