Triumph of the Hordes 2GG



Sorcery

Until end of turn, creatures you control get +1/+1 and gain trample and infect. *(Creatures with infect deal damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*

Izzy

™ & © 1993-2011 Wizards of the Coast LLC 78/88

Triumph of the Hordes 2GG



Sorcery

Until end of turn, creatures you control get +1/+1 and gain trample and infect. *(Creatures with infect deal damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*

Izzy

™ & © 1993-2011 Wizards of the Coast LLC 78/88

Triumph of the Hordes 2GG



Sorcery

Until end of turn, creatures you control get +1/+1 and gain trample and infect. *(Creatures with infect deal damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*

Izzy

™ & © 1993-2011 Wizards of the Coast LLC 78/88

Triumph of the Hordes 2GG



Sorcery

Until end of turn, creatures you control get +1/+1 and gain trample and infect. *(Creatures with infect deal damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*

Izzy

™ & © 1993-2011 Wizards of the Coast LLC 78/88