Tremor



Sorcery

Tremor deals 1 damage to each creature without flying.

"Where do you run when the earth becomes your enemy?"
—Naimag, Femeref philosopher

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc. 211/350

Tremor



Sorcery

Tremor deals 1 damage to each creature without flying.

"Where do you run when the earth becomes your enemy?"
—Naimag, Femeref philosopher

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc. 211/350

Tremor

Sorcery

Tremor deals 1 damage to each creature without flying.

"Where do you run when the earth becomes your enemy?"
—Naimag, Femeref philosopher

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc. 211/350

Tremor

Sorcery

Tremor deals 1 damage to each creature without flying.

"Where do you run when the earth becomes your enemy?"
—Naimag, Femeref philosopher

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc. 211/350