Clout of the Dominus



Enchantment — Aura

Enchant creature

As long as enchanted creature is blue, it gets +1/+1 and has shroud. *(It can't be the target of spells or abilities.)*

As long as enchanted creature is red, it gets +1/+1 and has haste.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 99/180

Clout of the Dominus

Enchantment — Aura

Enchant creature

As long as enchanted creature is blue, it gets +1/+1 and has shroud. *(It can't be the target of spells or abilities.)*

As long as enchanted creature is red, it gets +1/+1 and has haste.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 99/180

Clout of the Dominus

Enchantment — Aura

Enchant creature

As long as enchanted creature is blue, it gets +1/+1 and has shroud. *(It can't be the target of spells or abilities.)*

As long as enchanted creature is red, it gets +1/+1 and has haste.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 99/180

Clout of the Dominus

Enchantment — Aura

Enchant creature

As long as enchanted creature is blue, it gets +1/+1 and has shroud. *(It can't be the target of spells or abilities.)*

As long as enchanted creature is red, it gets +1/+1 and has haste.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 99/180

Clout of the Dominus

Enchantment — Aura

Enchant creature

As long as enchanted creature is blue, it gets +1/+1 and has shroud. *(It can't be the target of spells or abilities.)*

As long as enchanted creature is red, it gets +1/+1 and has haste.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 99/180

Clout of the Dominus

Enchantment — Aura

Enchant creature

As long as enchanted creature is blue, it gets +1/+1 and has shroud. *(It can't be the target of spells or abilities.)*

As long as enchanted creature is red, it gets +1/+1 and has haste.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 99/180

Clout of the Dominus

Enchantment — Aura

Enchant creature

As long as enchanted creature is blue, it gets +1/+1 and has shroud. *(It can't be the target of spells or abilities.)*

As long as enchanted creature is red, it gets +1/+1 and has haste.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 99/180

Clout of the Dominus

Enchantment — Aura

Enchant creature

As long as enchanted creature is blue, it gets +1/+1 and has shroud. *(It can't be the target of spells or abilities.)*

As long as enchanted creature is red, it gets +1/+1 and has haste.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 99/180

Clout of the Dominus

Enchantment — Aura

Enchant creature

As long as enchanted creature is blue, it gets +1/+1 and has shroud. *(It can't be the target of spells or abilities.)*

As long as enchanted creature is red, it gets +1/+1 and has haste.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 99/180