Tromp the Domains



Sorcery

Domain — Until end of turn, creatures you control gain trample and get +1/+1 for each basic land type among lands you control.

Ground into the footprints of the ravaging herd were clumps of salt from Benalia, moss from Llanowar, dust from Hurloon, and ash from as far as Urborg.

242/289 U
TSR • EN
Mike Dringenberg

™ & © 2020 Wizards of the Coast

Tromp the Domains

Sorcery

Domain — Until end of turn, creatures you control gain trample and get +1/+1 for each basic land type among lands you control.

Ground into the footprints of the ravaging herd were clumps of salt from Benalia, moss from Llanowar, dust from Hurloon, and ash from as far as Urborg.

242/289 U
TSR • EN
Mike Dringenberg

™ & © 2020 Wizards of the Coast

Tromp the Domains

Sorcery

Domain — Until end of turn, creatures you control gain trample and get +1/+1 for each basic land type among lands you control.

Ground into the footprints of the ravaging herd were clumps of salt from Benalia, moss from Llanowar, dust from Hurloon, and ash from as far as Urborg.

242/289 U
TSR • EN
Mike Dringenberg

™ & © 2020 Wizards of the Coast

Tromp the Domains

Sorcery

Domain — Until end of turn, creatures you control gain trample and get +1/+1 for each basic land type among lands you control.

Ground into the footprints of the ravaging herd were clumps of salt from Benalia, moss from Llanowar, dust from Hurloon, and ash from as far as Urborg.

242/289 U
TSR • EN
Mike Dringenberg

™ & © 2020 Wizards of the Coast