
Domri, City Smasher
Legendary Planeswalker — Domri
+2: Creatures you control get +1/+1 and gain haste until end of turn.
−3: Domri, City Smasher deals 3 damage to any target.
−8: Put three +1/+1 counters on each creature you control. Those creatures gain trample until end of turn.
4
269/259 M
RNA ★ EN
Eric Deschamps
™ & © 2019 Wizards of the Coast

Domri, City Smasher
Legendary Planeswalker — Domri
+2: Creatures you control get +1/+1 and gain haste until end of turn.
−3: Domri, City Smasher deals 3 damage to any target.
−8: Put three +1/+1 counters on each creature you control. Those creatures gain trample until end of turn.
4
269/259 M
RNA ★ EN
Eric Deschamps
™ & © 2019 Wizards of the Coast

Domri, City Smasher
Legendary Planeswalker — Domri
+2: Creatures you control get +1/+1 and gain haste until end of turn.
−3: Domri, City Smasher deals 3 damage to any target.
−8: Put three +1/+1 counters on each creature you control. Those creatures gain trample until end of turn.
4
269/259 M
RNA ★ EN
Eric Deschamps
™ & © 2019 Wizards of the Coast

Domri, City Smasher
Legendary Planeswalker — Domri
+2: Creatures you control get +1/+1 and gain haste until end of turn.
−3: Domri, City Smasher deals 3 damage to any target.
−8: Put three +1/+1 counters on each creature you control. Those creatures gain trample until end of turn.
4
269/259 M
RNA ★ EN
Eric Deschamps
™ & © 2019 Wizards of the Coast

Domri, City Smasher
Legendary Planeswalker — Domri
+2: Creatures you control get +1/+1 and gain haste until end of turn.
−3: Domri, City Smasher deals 3 damage to any target.
−8: Put three +1/+1 counters on each creature you control. Those creatures gain trample until end of turn.
4
269/259 M
RNA ★ EN
Eric Deschamps
™ & © 2019 Wizards of the Coast

Domri, City Smasher
Legendary Planeswalker — Domri
+2: Creatures you control get +1/+1 and gain haste until end of turn.
−3: Domri, City Smasher deals 3 damage to any target.
−8: Put three +1/+1 counters on each creature you control. Those creatures gain trample until end of turn.
4
269/259 M
RNA ★ EN
Eric Deschamps
™ & © 2019 Wizards of the Coast

Domri, City Smasher
Legendary Planeswalker — Domri
+2: Creatures you control get +1/+1 and gain haste until end of turn.
−3: Domri, City Smasher deals 3 damage to any target.
−8: Put three +1/+1 counters on each creature you control. Those creatures gain trample until end of turn.
4
269/259 M
RNA ★ EN
Eric Deschamps
™ & © 2019 Wizards of the Coast

Domri, City Smasher
Legendary Planeswalker — Domri
+2: Creatures you control get +1/+1 and gain haste until end of turn.
−3: Domri, City Smasher deals 3 damage to any target.
−8: Put three +1/+1 counters on each creature you control. Those creatures gain trample until end of turn.
4
269/259 M
RNA ★ EN
Eric Deschamps
™ & © 2019 Wizards of the Coast

Domri, City Smasher
Legendary Planeswalker — Domri
+2: Creatures you control get +1/+1 and gain haste until end of turn.
−3: Domri, City Smasher deals 3 damage to any target.
−8: Put three +1/+1 counters on each creature you control. Those creatures gain trample until end of turn.
4
269/259 M
RNA ★ EN
Eric Deschamps
™ & © 2019 Wizards of the Coast