## Domri Rade



Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast


## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast

## Domri Rade



Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast


## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast

## Domri Rade



Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast


## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast

## Domri Rade



Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast


## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast



## Domri Rade

Planeswalker — Domri

+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

−2: Target creature you control fights another target creature.

−7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

3

161/249 M
MM3 • EN ✒ Tyler Jacobson

™ & © 2017 Wizards of the Coast