Tromp the Domains 5



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.

Mike Dringenberg

™ & © 2013 Wizards of the Coast 171/229

Tromp the Domains 5



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.

Mike Dringenberg

™ & © 2013 Wizards of the Coast 171/229

Tromp the Domains 5



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.

Mike Dringenberg

™ & © 2013 Wizards of the Coast 171/229

Tromp the Domains 5



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.

Mike Dringenberg

™ & © 2013 Wizards of the Coast 171/229