Welcome to the Fold

Sorcery

Madness X ◆◆ *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.

096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold

Sorcery

Madness X ◆◆ *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.

096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold

Sorcery

Madness X ◆◆ *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.

096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold

Sorcery

Madness X ◆◆ *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.

096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo

Welcome to the Fold
2–3 April 2016
Sorcery
Madness X ◆◆ (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.
096/297 R
SOI ★ EN
™ & © 2016 Wizards of the Coast
David Palumbo