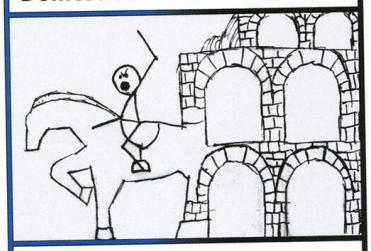
Domesticated Watercourse



Land

CARDNAME enters the battlefield tapped.

{T}: Add {U} or {B}.

{U}{B}: Until end of turn, CARDNAME becomes an Equipment artifact with equip {2}.

Whenever equipped creature deals combat damage to a player, draw a card.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Domesticated Watercourse

Land

CARDNAME enters the battlefield tapped.

{T}: Add {U} or {B}.

{U}{B}: Until end of turn, CARDNAME becomes an Equipment artifact with equip {2}.

Whenever equipped creature deals combat damage to a player, draw a card.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Domesticated Watercourse

Land

CARDNAME enters the battlefield tapped.

{T}: Add {U} or {B}.

{U}{B}: Until end of turn, CARDNAME becomes an Equipment artifact with equip {2}.

Whenever equipped creature deals combat damage to a player, draw a card.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Domesticated Watercourse

Land

CARDNAME enters the battlefield tapped.

{T}: Add {U} or {B}.

{U}{B}: Until end of turn, CARDNAME becomes an Equipment artifact with equip {2}.

Whenever equipped creature deals combat damage to a player, draw a card.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Domesticated Watercourse

Land

CARDNAME enters the battlefield tapped.

{T}: Add {U} or {B}.

{U}{B}: Until end of turn, CARDNAME becomes an Equipment artifact with equip {2}.

Whenever equipped creature deals combat damage to a player, draw a card.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Domesticated Watercourse

Land

CARDNAME enters the battlefield tapped.

{T}: Add {U} or {B}.

{U}{B}: Until end of turn, CARDNAME becomes an Equipment artifact with equip {2}.

Whenever equipped creature deals combat damage to a player, draw a card.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Domesticated Watercourse

Land

CARDNAME enters the battlefield tapped.

{T}: Add {U} or {B}.

{U}{B}: Until end of turn, CARDNAME becomes an Equipment artifact with equip {2}.

Whenever equipped creature deals combat damage to a player, draw a card.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Domesticated Watercourse

Land

CARDNAME enters the battlefield tapped.

{T}: Add {U} or {B}.

{U}{B}: Until end of turn, CARDNAME becomes an Equipment artifact with equip {2}.

Whenever equipped creature deals combat damage to a player, draw a card.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Domesticated Watercourse

Land

CARDNAME enters the battlefield tapped.

{T}: Add {U} or {B}.

{U}{B}: Until end of turn, CARDNAME becomes an Equipment artifact with equip {2}.

Whenever equipped creature deals combat damage to a player, draw a card.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast