

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

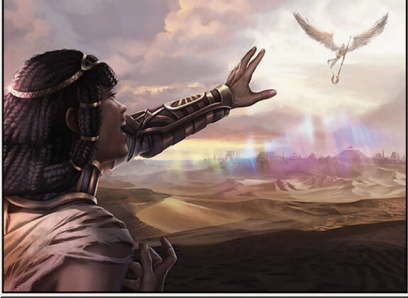
Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

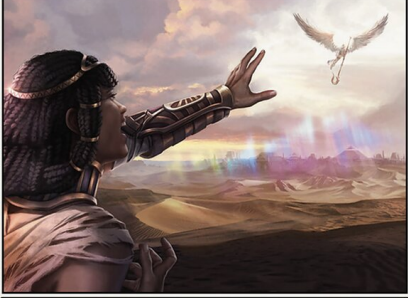
Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3



Enchantment



Flash

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

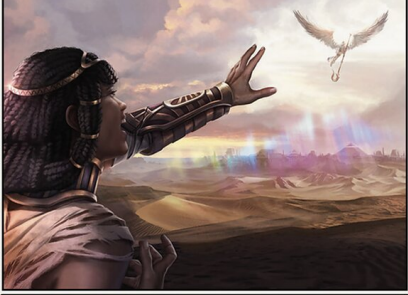
Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast

Cast Out

3

**Enchantment****Flash**

When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield.

Cycling * (*, Discard this card: Draw a card.)

U 0816
CMM • EN MAGALI VILLENEUVE

™ & © 2023 Wizards of the Coast