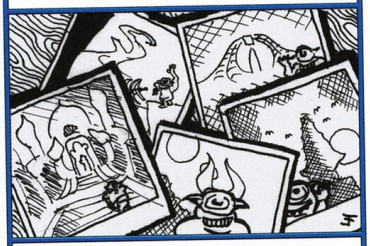
The Grand Tour 1U



Instant

Exile target permanent, then put it into its owner's hand. That player discards that card, then puts it on top of their library. Then they put it onto the battlefield.

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

The Grand Tour 1U

Instant

Exile target permanent, then put it into its owner's hand. That player discards that card, then puts it on top of their library. Then they put it onto the battlefield.

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

The Grand Tour 1U

Instant

Exile target permanent, then put it into its owner's hand. That player discards that card, then puts it on top of their library. Then they put it onto the battlefield.

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast

The Grand Tour 1U

Instant

Exile target permanent, then put it into its owner's hand. That player discards that card, then puts it on top of their library. Then they put it onto the battlefield.

TEST CARD *- Not for constructed play*

™ & © 2019 Wizards of the Coast