

Elite Spellbinder

2



Creature — Human Cleric

Flying

When Elite Spellbinder enters the battlefield, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs 2 more to cast.

3/1

2021 R SLC • EN ALEXIS ZIRITT

™ & © 2022 Wizards of the Coast

Elite Spellbinder

2



Creature — Human Cleric

Flying

When Elite Spellbinder enters the battlefield, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs 2 more to cast.

3/1

2021 R SLC • EN ALEXIS ZIRITT

™ & © 2022 Wizards of the Coast

Elite Spellbinder

2



Creature — Human Cleric

Flying

When Elite Spellbinder enters the battlefield, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs 2 more to cast.

3/1

2021 R SLC • EN ALEXIS ZIRITT

™ & © 2022 Wizards of the Coast

Elite Spellbinder

2



Creature — Human Cleric

Flying

When Elite Spellbinder enters the battlefield, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs 2 more to cast.

3/1

2021 R SLC • EN ALEXIS ZIRITT

™ & © 2022 Wizards of the Coast