Teleportation Circle 3



Enchantment

At the beginning of your end step, exile up to one target artifact or creature you control, then return that card to the battlefield under its owner's control.

"Hold on to your lunch!"
—Bartleby, gnome wizard

039/281 R
AFR ★EN Chris Cold

™ & © 2021 Wizards of the Coast

Teleportation Circle 3



Enchantment

At the beginning of your end step, exile up to one target artifact or creature you control, then return that card to the battlefield under its owner's control.

"Hold on to your lunch!"
—Bartleby, gnome wizard

039/281 R
AFR ★EN Chris Cold

™ & © 2021 Wizards of the Coast

Teleportation Circle 3



Enchantment

At the beginning of your end step, exile up to one target artifact or creature you control, then return that card to the battlefield under its owner's control.

"Hold on to your lunch!"
—Bartleby, gnome wizard

039/281 R
AFR ★EN Chris Cold

™ & © 2021 Wizards of the Coast

Teleportation Circle 3



Enchantment

At the beginning of your end step, exile up to one target artifact or creature you control, then return that card to the battlefield under its owner's control.

"Hold on to your lunch!"
—Bartleby, gnome wizard

039/281 R
AFR ★EN Chris Cold

™ & © 2021 Wizards of the Coast