Expel the Interlopers



Sorcery

Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.

When a redcap raid threatened the Grand Ball at Delverhaugh, Goddric had no choice but to reveal his true identity and douse the invaders in dragonfire.

R 0115
TDC • EN ✒ Andreas Zafiratos
™ & © 2025 Wizards of the Coast

Expel the Interlopers

Sorcery

Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.

When a redcap raid threatened the Grand Ball at Delverhaugh, Goddric had no choice but to reveal his true identity and douse the invaders in dragonfire.

R 0115
TDC • EN ✒ Andreas Zafiratos
™ & © 2025 Wizards of the Coast

Expel the Interlopers



Sorcery

Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.

When a redcap raid threatened the Grand Ball at Delverhaugh, Goddric had no choice but to reveal his true identity and douse the invaders in dragonfire.

R 0115
TDC • EN ✒ Andreas Zafiratos
™ & © 2025 Wizards of the Coast

Expel the Interlopers

Sorcery

Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.

When a redcap raid threatened the Grand Ball at Delverhaugh, Goddric had no choice but to reveal his true identity and douse the invaders in dragonfire.

R 0115
TDC • EN ✒ Andreas Zafiratos
™ & © 2025 Wizards of the Coast

Expel the Interlopers



Sorcery

Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.

When a redcap raid threatened the Grand Ball at Delverhaugh, Goddric had no choice but to reveal his true identity and douse the invaders in dragonfire.

R 0115
TDC • EN ✒ Andreas Zafiratos
™ & © 2025 Wizards of the Coast

Expel the Interlopers

Sorcery

Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.

When a redcap raid threatened the Grand Ball at Delverhaugh, Goddric had no choice but to reveal his true identity and douse the invaders in dragonfire.

R 0115
TDC • EN ✒ Andreas Zafiratos
™ & © 2025 Wizards of the Coast

Expel the Interlopers



Sorcery

Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.

When a redcap raid threatened the Grand Ball at Delverhaugh, Goddric had no choice but to reveal his true identity and douse the invaders in dragonfire.

R 0115
TDC • EN ✒ Andreas Zafiratos
™ & © 2025 Wizards of the Coast

Expel the Interlopers

Sorcery

Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.

When a redcap raid threatened the Grand Ball at Delverhaugh, Goddric had no choice but to reveal his true identity and douse the invaders in dragonfire.

R 0115
TDC • EN ✒ Andreas Zafiratos
™ & © 2025 Wizards of the Coast