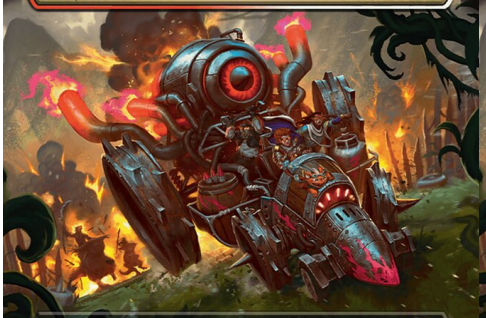
Explosive Getaway 3



Sorcery

Exile up to one target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

Explosive Getaway deals 4 damage to each creature.

R 0390
DFT • EN Caio Monteiro
™ & © 2025 Wizards of the Coast

Explosive Getaway 3

Sorcery

Exile up to one target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

Explosive Getaway deals 4 damage to each creature.

R 0390
DFT • EN Caio Monteiro
™ & © 2025 Wizards of the Coast

Explosive Getaway 3

Sorcery

Exile up to one target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

Explosive Getaway deals 4 damage to each creature.

R 0390
DFT • EN Caio Monteiro
™ & © 2025 Wizards of the Coast

Explosive Getaway 3

Sorcery

Exile up to one target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

Explosive Getaway deals 4 damage to each creature.

R 0390
DFT • EN Caio Monteiro
™ & © 2025 Wizards of the Coast

Explosive Getaway 3

Sorcery

Exile up to one target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

Explosive Getaway deals 4 damage to each creature.

R 0390
DFT • EN Caio Monteiro
™ & © 2025 Wizards of the Coast

Explosive Getaway 3

Sorcery

Exile up to one target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

Explosive Getaway deals 4 damage to each creature.

R 0390
DFT • EN Caio Monteiro
™ & © 2025 Wizards of the Coast

Explosive Getaway 3

Sorcery

Exile up to one target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

Explosive Getaway deals 4 damage to each creature.

R 0390
DFT • EN Caio Monteiro
™ & © 2025 Wizards of the Coast

Explosive Getaway 3

Sorcery

Exile up to one target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

Explosive Getaway deals 4 damage to each creature.

R 0390
DFT • EN Caio Monteiro
™ & © 2025 Wizards of the Coast

Explosive Getaway 3

Sorcery

Exile up to one target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

Explosive Getaway deals 4 damage to each creature.

R 0390
DFT • EN Caio Monteiro
™ & © 2025 Wizards of the Coast