Soulfire Eruption



Sorcery

Choose any number of target creatures, planeswalkers, and/or players. For each of them, exile the top card of your library, then Soulfire Eruption deals damage equal to that card's converted mana cost to that permanent or player. You may play the exiled cards until the end of your next turn.

Forsake flesh. Choose fire.

201/361 M
CMR • EN
Andrey Kuzinskiy
™ & © 2020 Wizards of the Coast

Soulfire Eruption

Sorcery

Choose any number of target creatures, planeswalkers, and/or players. For each of them, exile the top card of your library, then Soulfire Eruption deals damage equal to that card's converted mana cost to that permanent or player. You may play the exiled cards until the end of your next turn.

Forsake flesh. Choose fire.

201/361 M
CMR • EN
Andrey Kuzinskiy
™ & © 2020 Wizards of the Coast

Soulfire Eruption

Sorcery

Choose any number of target creatures, planeswalkers, and/or players. For each of them, exile the top card of your library, then Soulfire Eruption deals damage equal to that card's converted mana cost to that permanent or player. You may play the exiled cards until the end of your next turn.

Forsake flesh. Choose fire.

201/361 M
CMR • EN
Andrey Kuzinskiy
™ & © 2020 Wizards of the Coast

Soulfire Eruption

Sorcery

Choose any number of target creatures, planeswalkers, and/or players. For each of them, exile the top card of your library, then Soulfire Eruption deals damage equal to that card's converted mana cost to that permanent or player. You may play the exiled cards until the end of your next turn.

Forsake flesh. Choose fire.

201/361 M
CMR • EN
Andrey Kuzinskiy
™ & © 2020 Wizards of the Coast

Soulfire Eruption

Sorcery

Choose any number of target creatures, planeswalkers, and/or players. For each of them, exile the top card of your library, then Soulfire Eruption deals damage equal to that card's converted mana cost to that permanent or player. You may play the exiled cards until the end of your next turn.

Forsake flesh. Choose fire.

201/361 M
CMR • EN
Andrey Kuzinskiy
™ & © 2020 Wizards of the Coast

Soulfire Eruption

Sorcery

Choose any number of target creatures, planeswalkers, and/or players. For each of them, exile the top card of your library, then Soulfire Eruption deals damage equal to that card's converted mana cost to that permanent or player. You may play the exiled cards until the end of your next turn.

Forsake flesh. Choose fire.

201/361 M
CMR • EN
Andrey Kuzinskiy
™ & © 2020 Wizards of the Coast

Soulfire Eruption

Sorcery

Choose any number of target creatures, planeswalkers, and/or players. For each of them, exile the top card of your library, then Soulfire Eruption deals damage equal to that card's converted mana cost to that permanent or player. You may play the exiled cards until the end of your next turn.

Forsake flesh. Choose fire.

201/361 M
CMR • EN
Andrey Kuzinskiy
™ & © 2020 Wizards of the Coast

Soulfire Eruption

Sorcery

Choose any number of target creatures, planeswalkers, and/or players. For each of them, exile the top card of your library, then Soulfire Eruption deals damage equal to that card's converted mana cost to that permanent or player. You may play the exiled cards until the end of your next turn.

Forsake flesh. Choose fire.

201/361 M
CMR • EN
Andrey Kuzinskiy
™ & © 2020 Wizards of the Coast

Soulfire Eruption

Sorcery

Choose any number of target creatures, planeswalkers, and/or players. For each of them, exile the top card of your library, then Soulfire Eruption deals damage equal to that card's converted mana cost to that permanent or player. You may play the exiled cards until the end of your next turn.

Forsake flesh. Choose fire.

201/361 M
CMR • EN
Andrey Kuzinskiy
™ & © 2020 Wizards of the Coast