
The Rise of Sozin
I Destroy all creatures.
II Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.
III Exile this Saga, then return it to the battlefield transformed under your control.
5/5
Enchantment — Saga
M 0356
TLA • EN
Barbara Rosiak
©2025 Viacom.
™ & © 2025 Wizards of the Coast


The Rise of Sozin
I Destroy all creatures.
II Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.
III Exile this Saga, then return it to the battlefield transformed under your control.
5/5
Enchantment — Saga
M 0356
TLA • EN
Barbara Rosiak
©2025 Viacom.
™ & © 2025 Wizards of the Coast


The Rise of Sozin
I Destroy all creatures.
II Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.
III Exile this Saga, then return it to the battlefield transformed under your control.
5/5
Enchantment — Saga
M 0356
TLA • EN
Barbara Rosiak
©2025 Viacom.
™ & © 2025 Wizards of the Coast


The Rise of Sozin
I Destroy all creatures.
II Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.
III Exile this Saga, then return it to the battlefield transformed under your control.
5/5
Enchantment — Saga
M 0356
TLA • EN
Barbara Rosiak
©2025 Viacom.
™ & © 2025 Wizards of the Coast