Verazol, the Split Current



Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current



Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current



Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current



Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast

Verazol, the Split Current

Legendary Creature — Serpent

Verazol, the Split Current enters the battlefield with a +1/+1 counter on it for each mana spent to cast it.

Whenever you cast a kicked spell, you may remove two +1/+1 counters from Verazol. If you do, copy that spell. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

0/0

239/280 R
ZNR • EN
™ & © 2020 Wizards of the Coast