Jolrael's Centaur 1 🌳🌳



Summon Centaur

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

Jolrael's Centaur cannot be the target of spells or effects.

"What need have I for cavalry when I can have horse and rider both in one?"
—Jolrael

Illus. Junior Tomlin
©1996 Wizards of the Coast, Inc. All rights reserved.
2/2

Jolrael's Centaur 1 🌳🌳



Summon Centaur

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

Jolrael's Centaur cannot be the target of spells or effects.

"What need have I for cavalry when I can have horse and rider both in one?"
—Jolrael

Illus. Junior Tomlin
©1996 Wizards of the Coast, Inc. All rights reserved.
2/2

Jolrael's Centaur 1 🌳🌳



Summon Centaur

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

Jolrael's Centaur cannot be the target of spells or effects.

"What need have I for cavalry when I can have horse and rider both in one?"
—Jolrael

Illus. Junior Tomlin
©1996 Wizards of the Coast, Inc. All rights reserved.
2/2

Jolrael's Centaur 1 🌳🌳



Summon Centaur

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

Jolrael's Centaur cannot be the target of spells or effects.

"What need have I for cavalry when I can have horse and rider both in one?"
—Jolrael

Illus. Junior Tomlin
©1996 Wizards of the Coast, Inc. All rights reserved.
2/2