Zariel, Archduke of Avernus



Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus



Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus



Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus



Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus

Emblem — Zariel

At the end of the first combat phase on your turn, untap target creature you control. After this phase, there is an additional combat phase.

019/019 E
AFR • EN Heonhwa Choe

™ & © 2021 Wizards of the Coast