Ral Zarek



Planeswalker — Ral

+1: Tap target permanent, then untap another target permanent.

-2: Ral Zarek deals 3 damage to target creature or player.

-7: Flip five coins. Take an extra turn after this one for each coin that comes up heads.

4

Eric Deschamps

™ & © 2013 Wizards of the Coast 94/156

Ral Zarek



Planeswalker — Ral

+1: Tap target permanent, then untap another target permanent.

-2: Ral Zarek deals 3 damage to target creature or player.

-7: Flip five coins. Take an extra turn after this one for each coin that comes up heads.

4

Eric Deschamps

™ & © 2013 Wizards of the Coast 94/156

Ral Zarek



Planeswalker — Ral

+1: Tap target permanent, then untap another target permanent.

-2: Ral Zarek deals 3 damage to target creature or player.

-7: Flip five coins. Take an extra turn after this one for each coin that comes up heads.

4

Eric Deschamps

™ & © 2013 Wizards of the Coast 94/156

Ral Zarek



Planeswalker — Ral

+1: Tap target permanent, then untap another target permanent.

-2: Ral Zarek deals 3 damage to target creature or player.

-7: Flip five coins. Take an extra turn after this one for each coin that comes up heads.

4

Eric Deschamps

™ & © 2013 Wizards of the Coast 94/156