
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