
Jolrael, Voice of Zhalfir
Legendary Creature — Human Druid
At the beginning of combat on your turn, up to one target land you control becomes an X/X green and blue Bird creature with flying and haste until end of turn, where X is the number of cards in your hand. It's still a land.
Whenever a land creature you control deals combat damage to a player, draw a card.
3/3
R 0168
MAT • EN
Lorenzo Mastroianni
™ & © 2023 Wizards of the Coast

Jolrael, Voice of Zhalfir
Legendary Creature — Human Druid
At the beginning of combat on your turn, up to one target land you control becomes an X/X green and blue Bird creature with flying and haste until end of turn, where X is the number of cards in your hand. It's still a land.
Whenever a land creature you control deals combat damage to a player, draw a card.
3/3
R 0168
MAT • EN
Lorenzo Mastroianni
™ & © 2023 Wizards of the Coast

Jolrael, Voice of Zhalfir
Legendary Creature — Human Druid
At the beginning of combat on your turn, up to one target land you control becomes an X/X green and blue Bird creature with flying and haste until end of turn, where X is the number of cards in your hand. It's still a land.
Whenever a land creature you control deals combat damage to a player, draw a card.
3/3
R 0168
MAT • EN
Lorenzo Mastroianni
™ & © 2023 Wizards of the Coast

Jolrael, Voice of Zhalfir
Legendary Creature — Human Druid
At the beginning of combat on your turn, up to one target land you control becomes an X/X green and blue Bird creature with flying and haste until end of turn, where X is the number of cards in your hand. It's still a land.
Whenever a land creature you control deals combat damage to a player, draw a card.
3/3
R 0168
MAT • EN
Lorenzo Mastroianni
™ & © 2023 Wizards of the Coast

Jolrael, Voice of Zhalfir
Legendary Creature — Human Druid
At the beginning of combat on your turn, up to one target land you control becomes an X/X green and blue Bird creature with flying and haste until end of turn, where X is the number of cards in your hand. It's still a land.
Whenever a land creature you control deals combat damage to a player, draw a card.
3/3
R 0168
MAT • EN
Lorenzo Mastroianni
™ & © 2023 Wizards of the Coast

Jolrael, Voice of Zhalfir
Legendary Creature — Human Druid
At the beginning of combat on your turn, up to one target land you control becomes an X/X green and blue Bird creature with flying and haste until end of turn, where X is the number of cards in your hand. It's still a land.
Whenever a land creature you control deals combat damage to a player, draw a card.
3/3
R 0168
MAT • EN
Lorenzo Mastroianni
™ & © 2023 Wizards of the Coast

Jolrael, Voice of Zhalfir
Legendary Creature — Human Druid
At the beginning of combat on your turn, up to one target land you control becomes an X/X green and blue Bird creature with flying and haste until end of turn, where X is the number of cards in your hand. It's still a land.
Whenever a land creature you control deals combat damage to a player, draw a card.
3/3
R 0168
MAT • EN
Lorenzo Mastroianni
™ & © 2023 Wizards of the Coast

Jolrael, Voice of Zhalfir
Legendary Creature — Human Druid
At the beginning of combat on your turn, up to one target land you control becomes an X/X green and blue Bird creature with flying and haste until end of turn, where X is the number of cards in your hand. It's still a land.
Whenever a land creature you control deals combat damage to a player, draw a card.
3/3
R 0168
MAT • EN
Lorenzo Mastroianni
™ & © 2023 Wizards of the Coast

Jolrael, Voice of Zhalfir
Legendary Creature — Human Druid
At the beginning of combat on your turn, up to one target land you control becomes an X/X green and blue Bird creature with flying and haste until end of turn, where X is the number of cards in your hand. It's still a land.
Whenever a land creature you control deals combat damage to a player, draw a card.
3/3
R 0168
MAT • EN
Lorenzo Mastroianni
™ & © 2023 Wizards of the Coast