Zariel, Archduke of Avernus 2RR



Legendary Planeswalker — Zariel

+1: Creatures you control get +1/+0 and gain haste until end of turn.

0: Create a 1/1 red Devil creature token with "When this creature dies, it deals 1 damage to any target."

−6: You get an emblem with "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."

4

172/281 M
AFR ★ EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus 2RR

Legendary Planeswalker — Zariel

+1: Creatures you control get +1/+0 and gain haste until end of turn.

0: Create a 1/1 red Devil creature token with "When this creature dies, it deals 1 damage to any target."

−6: You get an emblem with "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."

4

172/281 M
AFR ★ EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus 2RR

Legendary Planeswalker — Zariel

+1: Creatures you control get +1/+0 and gain haste until end of turn.

0: Create a 1/1 red Devil creature token with "When this creature dies, it deals 1 damage to any target."

−6: You get an emblem with "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."

4

172/281 M
AFR ★ EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus 2RR

Legendary Planeswalker — Zariel

+1: Creatures you control get +1/+0 and gain haste until end of turn.

0: Create a 1/1 red Devil creature token with "When this creature dies, it deals 1 damage to any target."

−6: You get an emblem with "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."

4

172/281 M
AFR ★ EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus 2RR

Legendary Planeswalker — Zariel

+1: Creatures you control get +1/+0 and gain haste until end of turn.

0: Create a 1/1 red Devil creature token with "When this creature dies, it deals 1 damage to any target."

−6: You get an emblem with "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."

4

172/281 M
AFR ★ EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus 2RR

Legendary Planeswalker — Zariel

+1: Creatures you control get +1/+0 and gain haste until end of turn.

0: Create a 1/1 red Devil creature token with "When this creature dies, it deals 1 damage to any target."

−6: You get an emblem with "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."

4

172/281 M
AFR ★ EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus 2RR

Legendary Planeswalker — Zariel

+1: Creatures you control get +1/+0 and gain haste until end of turn.

0: Create a 1/1 red Devil creature token with "When this creature dies, it deals 1 damage to any target."

−6: You get an emblem with "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."

4

172/281 M
AFR ★ EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus 2RR

Legendary Planeswalker — Zariel

+1: Creatures you control get +1/+0 and gain haste until end of turn.

0: Create a 1/1 red Devil creature token with "When this creature dies, it deals 1 damage to any target."

−6: You get an emblem with "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."

4

172/281 M
AFR ★ EN Heonhwa Choe

™ & © 2021 Wizards of the Coast

Zariel, Archduke of Avernus 2RR

Legendary Planeswalker — Zariel

+1: Creatures you control get +1/+0 and gain haste until end of turn.

0: Create a 1/1 red Devil creature token with "When this creature dies, it deals 1 damage to any target."

−6: You get an emblem with "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."

4

172/281 M
AFR ★ EN Heonhwa Choe

™ & © 2021 Wizards of the Coast