Jhoira of the Ghitu 1UR



Legendary Creature — Human Wizard

2, Exile a nonland card from your hand: Put four time counters on the exiled card. If it doesn't have suspend, it gains suspend. *(At the beginning of your upkeep, remove a time counter from that card. When the last is removed, cast it without paying its mana cost. If it's a creature, it has haste.)*

2/2

001/065 M
DDS ★ EN Magali Villeneuve
™ & © 2017 Wizards of the Coast

Jhoira of the Ghitu 1UR



Legendary Creature — Human Wizard

2, Exile a nonland card from your hand: Put four time counters on the exiled card. If it doesn't have suspend, it gains suspend. *(At the beginning of your upkeep, remove a time counter from that card. When the last is removed, cast it without paying its mana cost. If it's a creature, it has haste.)*

2/2

001/065 M
DDS ★ EN Magali Villeneuve
™ & © 2017 Wizards of the Coast

Jhoira of the Ghitu 1UR



Legendary Creature — Human Wizard

2, Exile a nonland card from your hand: Put four time counters on the exiled card. If it doesn't have suspend, it gains suspend. *(At the beginning of your upkeep, remove a time counter from that card. When the last is removed, cast it without paying its mana cost. If it's a creature, it has haste.)*

2/2

001/065 M
DDS ★ EN Magali Villeneuve
™ & © 2017 Wizards of the Coast

Jhoira of the Ghitu 1UR



Legendary Creature — Human Wizard

2, Exile a nonland card from your hand: Put four time counters on the exiled card. If it doesn't have suspend, it gains suspend. *(At the beginning of your upkeep, remove a time counter from that card. When the last is removed, cast it without paying its mana cost. If it's a creature, it has haste.)*

2/2

001/065 M
DDS ★ EN Magali Villeneuve
™ & © 2017 Wizards of the Coast