Jarl of the Forsaken



Creature — Zombie Cleric

Flash

When Jarl of the Forsaken enters the battlefield, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

Foretell 1 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/2

100/285 C
KHM • EN Chris Cold

™ & © 2021 Wizards of the Coast

Jarl of the Forsaken

Creature — Zombie Cleric

Flash

When Jarl of the Forsaken enters the battlefield, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

Foretell 1 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/2

100/285 C
KHM • EN Chris Cold

™ & © 2021 Wizards of the Coast

Jarl of the Forsaken

Creature — Zombie Cleric

Flash

When Jarl of the Forsaken enters the battlefield, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

Foretell 1 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/2

100/285 C
KHM • EN Chris Cold

™ & © 2021 Wizards of the Coast

Jarl of the Forsaken

Creature — Zombie Cleric

Flash

When Jarl of the Forsaken enters the battlefield, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

Foretell 1 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/2

100/285 C
KHM • EN Chris Cold

™ & © 2021 Wizards of the Coast

Jarl of the Forsaken

Creature — Zombie Cleric

Flash

When Jarl of the Forsaken enters the battlefield, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

Foretell 1 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/2

100/285 C
KHM • EN Chris Cold

™ & © 2021 Wizards of the Coast

Jarl of the Forsaken

Creature — Zombie Cleric

Flash

When Jarl of the Forsaken enters the battlefield, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

Foretell 1 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/2

100/285 C
KHM • EN Chris Cold

™ & © 2021 Wizards of the Coast

Jarl of the Forsaken

Creature — Zombie Cleric

Flash

When Jarl of the Forsaken enters the battlefield, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

Foretell 1 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/2

100/285 C
KHM • EN Chris Cold

™ & © 2021 Wizards of the Coast

Jarl of the Forsaken

Creature — Zombie Cleric

Flash

When Jarl of the Forsaken enters the battlefield, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

Foretell 1 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/2

100/285 C
KHM • EN Chris Cold

™ & © 2021 Wizards of the Coast

Jarl of the Forsaken

Creature — Zombie Cleric

Flash

When Jarl of the Forsaken enters the battlefield, destroy target creature or planeswalker an opponent controls that was dealt damage this turn.

Foretell 1 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/2

100/285 C
KHM • EN Chris Cold

™ & © 2021 Wizards of the Coast