## Metropolis Reformer



**Creature — Angel Cleric**

Flying, vigilance

You have hexproof.

Whenever Metropolis Reformer is dealt damage, you gain that much life.

*With their ancient enemy vanquished, the angels of New Capenna turned their eyes to their former captors: demons.*

2/3

R 0004
MAT • EN ▶ Ryan Pancoast

™ & © 2023 Wizards of the Coast


## Metropolis Reformer

**Creature — Angel Cleric**

Flying, vigilance

You have hexproof.

Whenever Metropolis Reformer is dealt damage, you gain that much life.

*With their ancient enemy vanquished, the angels of New Capenna turned their eyes to their former captors: demons.*

2/3

R 0004
MAT • EN ▶ Ryan Pancoast

™ & © 2023 Wizards of the Coast



## Metropolis Reformer

**Creature — Angel Cleric**

Flying, vigilance

You have hexproof.

Whenever Metropolis Reformer is dealt damage, you gain that much life.

*With their ancient enemy vanquished, the angels of New Capenna turned their eyes to their former captors: demons.*

2/3

R 0004
MAT • EN ▶ Ryan Pancoast

™ & © 2023 Wizards of the Coast



## Metropolis Reformer

**Creature — Angel Cleric**

Flying, vigilance

You have hexproof.

Whenever Metropolis Reformer is dealt damage, you gain that much life.

*With their ancient enemy vanquished, the angels of New Capenna turned their eyes to their former captors: demons.*

2/3

R 0004
MAT • EN ▶ Ryan Pancoast

™ & © 2023 Wizards of the Coast