Angel of Salvation

6 ⊛⊛



Creature — Angel

Flash; convoke *(Each creature you tap while casting this spell reduces its cost by {1} or by one mana of that creature's color.)*

Flying

When Angel of Salvation enters the battlefield, prevent the next 5 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.

5/5

D. Alexander Gregory

™ & © 1993–2010 Wizards of the Coast LLC 20/79

Angel of Salvation

6 ⊛⊛



Creature — Angel

Flash; convoke *(Each creature you tap while casting this spell reduces its cost by {1} or by one mana of that creature's color.)*

Flying

When Angel of Salvation enters the battlefield, prevent the next 5 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.

5/5

D. Alexander Gregory

™ & © 1993–2010 Wizards of the Coast LLC 20/79

Angel of Salvation

6 ⊛⊛



Creature — Angel

Flash; convoke *(Each creature you tap while casting this spell reduces its cost by {1} or by one mana of that creature's color.)*

Flying

When Angel of Salvation enters the battlefield, prevent the next 5 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.

5/5

D. Alexander Gregory

™ & © 1993–2010 Wizards of the Coast LLC 20/79

Angel of Salvation

6 ⊛⊛



Creature — Angel

Flash; convoke *(Each creature you tap while casting this spell reduces its cost by {1} or by one mana of that creature's color.)*

Flying

When Angel of Salvation enters the battlefield, prevent the next 5 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.

5/5

D. Alexander Gregory

™ & © 1993–2010 Wizards of the Coast LLC 20/79