Wayward Angel 4



Creature — Angel Horror

Flying

Attacking doesn't cause Wayward Angel to tap.

Threshold — Wayward Angel gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature." *(You have threshold as long as seven or more cards are in your graveyard.)*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc. 57/350

4/4

Wayward Angel 4

Creature — Angel Horror

Flying

Attacking doesn't cause Wayward Angel to tap.

Threshold — Wayward Angel gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature." *(You have threshold as long as seven or more cards are in your graveyard.)*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc. 57/350

4/4

Wayward Angel 4

Creature — Angel Horror

Flying

Attacking doesn't cause Wayward Angel to tap.

Threshold — Wayward Angel gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature." *(You have threshold as long as seven or more cards are in your graveyard.)*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc. 57/350

4/4

Wayward Angel 4



Creature — Angel Horror

Flying

Attacking doesn't cause Wayward Angel to tap.

Threshold — Wayward Angel gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature." *(You have threshold as long as seven or more cards are in your graveyard.)*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc. 57/350

4/4