Angel of the Ruins



Artifact Creature — Angel

Flying
When this creature enters, exile up to two target artifacts and/or enchantments.
Plainscycling 2 (2, *Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.*)

5/7

R 0012
FDC • EN ✒ Viko Menezes
™ & © 2026 Wizards of the Coast

Angel of the Ruins

Artifact Creature — Angel

Flying
When this creature enters, exile up to two target artifacts and/or enchantments.
Plainscycling 2 (2, *Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.*)

5/7

R 0012
FDC • EN ✒ Viko Menezes
™ & © 2026 Wizards of the Coast

Angel of the Ruins

Artifact Creature — Angel

Flying
When this creature enters, exile up to two target artifacts and/or enchantments.
Plainscycling 2 (2, *Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.*)

5/7

R 0012
FDC • EN ✒ Viko Menezes
™ & © 2026 Wizards of the Coast

Angel of the Ruins



Artifact Creature — Angel

Flying
When this creature enters, exile up to two target artifacts and/or enchantments.
Plainscycling 2 (2, *Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.*)

5/7

R 0012
FDC • EN ✒ Viko Menezes
™ & © 2026 Wizards of the Coast

Angel of the Ruins

Artifact Creature — Angel

Flying
When this creature enters, exile up to two target artifacts and/or enchantments.
Plainscycling 2 (2, *Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.*)

5/7

R 0012
FDC • EN ✒ Viko Menezes
™ & © 2026 Wizards of the Coast

Angel of the Ruins



Artifact Creature — Angel

Flying
When this creature enters, exile up to two target artifacts and/or enchantments.
Plainscycling 2 (2, *Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.*)

5/7

R 0012
FDC • EN ✒ Viko Menezes
™ & © 2026 Wizards of the Coast

Angel of the Ruins

Artifact Creature — Angel

Flying
When this creature enters, exile up to two target artifacts and/or enchantments.
Plainscycling 2 (2, *Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.*)

5/7

R 0012
FDC • EN ✒ Viko Menezes
™ & © 2026 Wizards of the Coast

Angel of the Ruins

Artifact Creature — Angel

Flying
When this creature enters, exile up to two target artifacts and/or enchantments.
Plainscycling 2 (2, *Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.*)

5/7

R 0012
FDC • EN ✒ Viko Menezes
™ & © 2026 Wizards of the Coast