Angel of Destiny



Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny



Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny



Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny



Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast

Angel of Destiny

Creature — Angel Cleric

Flying, double strike

Whenever a creature you control deals combat damage to a player, you and that player each gain that much life.

At the beginning of your end step, if you have at least 15 life more than your starting life total, each player Angel of Destiny attacked this turn loses the game.

2/6

002/280 M
ZNR • EN
Ryan Pancoast

™ & © 2020 Wizards of the Coast