Firemane Angel 3 ◑ ✱ ✱



Creature — Angel

Flying, first strike

At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you may gain 1 life.

6 ◑ ◑ ✱ ✱: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.

4/3

Matt Cavotta

™ & © 1993–2005 Wizards of the Coast, Inc. 205/306

Firemane Angel 3 ◑ ✱ ✱

Creature — Angel

Flying, first strike

At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you may gain 1 life.

6 ◑ ◑ ✱ ✱: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.

4/3

Matt Cavotta

™ & © 1993–2005 Wizards of the Coast, Inc. 205/306

Firemane Angel 3 ◑ ✱ ✱

Creature — Angel

Flying, first strike

At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you may gain 1 life.

6 ◑ ◑ ✱ ✱: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.

4/3

Matt Cavotta

™ & © 1993–2005 Wizards of the Coast, Inc. 205/306

Firemane Angel 3 ◑ ✱ ✱

Creature — Angel

Flying, first strike

At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you may gain 1 life.

6 ◑ ◑ ✱ ✱: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.

4/3

Matt Cavotta

™ & © 1993–2005 Wizards of the Coast, Inc. 205/306

Firemane Angel 3 ◑ ✱ ✱

Creature — Angel

Flying, first strike

At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you may gain 1 life.

6 ◑ ◑ ✱ ✱: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.

4/3

Matt Cavotta

™ & © 1993–2005 Wizards of the Coast, Inc. 205/306

Firemane Angel 3 ◑ ✱ ✱

Creature — Angel

Flying, first strike

At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you may gain 1 life.

6 ◑ ◑ ✱ ✱: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.

4/3

Matt Cavotta

™ & © 1993–2005 Wizards of the Coast, Inc. 205/306

Firemane Angel 3 ◑ ✱ ✱

Creature — Angel

Flying, first strike

At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you may gain 1 life.

6 ◑ ◑ ✱ ✱: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.

4/3

Matt Cavotta

™ & © 1993–2005 Wizards of the Coast, Inc. 205/306

Firemane Angel 3 ◑ ✱ ✱

Creature — Angel

Flying, first strike

At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you may gain 1 life.

6 ◑ ◑ ✱ ✱: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.

4/3

Matt Cavotta

™ & © 1993–2005 Wizards of the Coast, Inc. 205/306

Firemane Angel 3 ◑ ✱ ✱

Creature — Angel

Flying, first strike

At the beginning of your upkeep, if Firemane Angel is in your graveyard or in play, you may gain 1 life.

6 ◑ ◑ ✱ ✱: Return Firemane Angel from your graveyard to play. Play this ability only during your upkeep.

4/3

Matt Cavotta

™ & © 1993–2005 Wizards of the Coast, Inc. 205/306