Angelic Destiny 2WW



Enchantment — Aura

Enchant creature

Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types.

When enchanted creature dies, return Angelic Destiny to its owner's hand.

Jana Schirmer & Johannes Voss

™ & © 1993–2011 Wizards of the Coast LLC 3/249

Angelic Destiny 2WW

Enchantment — Aura

Enchant creature

Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types.

When enchanted creature dies, return Angelic Destiny to its owner's hand.

Jana Schirmer & Johannes Voss

™ & © 1993–2011 Wizards of the Coast LLC 3/249

Angelic Destiny 2WW

Enchantment — Aura

Enchant creature

Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types.

When enchanted creature dies, return Angelic Destiny to its owner's hand.

Jana Schirmer & Johannes Voss

™ & © 1993–2011 Wizards of the Coast LLC 3/249

Angelic Destiny 2WW

Enchantment — Aura

Enchant creature

Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types.

When enchanted creature dies, return Angelic Destiny to its owner's hand.

Jana Schirmer & Johannes Voss

™ & © 1993–2011 Wizards of the Coast LLC 3/249

Angelic Destiny 2WW

Enchantment — Aura

Enchant creature

Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types.

When enchanted creature dies, return Angelic Destiny to its owner's hand.

Jana Schirmer & Johannes Voss

™ & © 1993–2011 Wizards of the Coast LLC 3/249

Angelic Destiny 2WW

Enchantment — Aura

Enchant creature

Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types.

When enchanted creature dies, return Angelic Destiny to its owner's hand.

Jana Schirmer & Johannes Voss

™ & © 1993–2011 Wizards of the Coast LLC 3/249

Angelic Destiny 2WW

Enchantment — Aura

Enchant creature

Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types.

When enchanted creature dies, return Angelic Destiny to its owner's hand.

Jana Schirmer & Johannes Voss

™ & © 1993–2011 Wizards of the Coast LLC 3/249

Angelic Destiny 2WW

Enchantment — Aura

Enchant creature

Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types.

When enchanted creature dies, return Angelic Destiny to its owner's hand.

Jana Schirmer & Johannes Voss

™ & © 1993–2011 Wizards of the Coast LLC 3/249

Angelic Destiny 2WW

Enchantment — Aura

Enchant creature

Enchanted creature gets +4/+4, has flying and first strike, and is an Angel in addition to its other types.

When enchanted creature dies, return Angelic Destiny to its owner's hand.

Jana Schirmer & Johannes Voss

™ & © 1993–2011 Wizards of the Coast LLC 3/249