

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

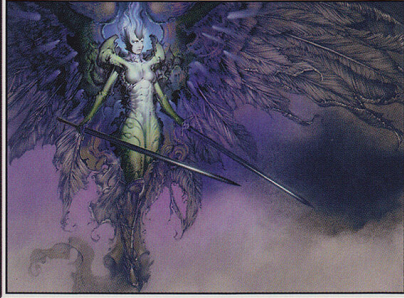
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

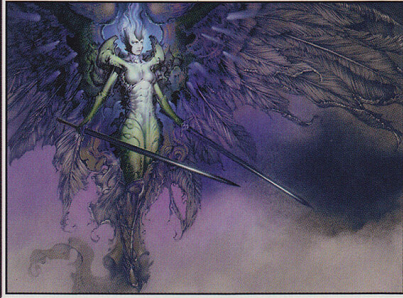
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

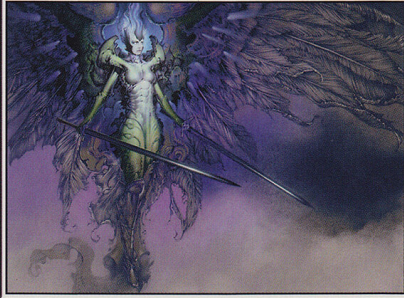
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

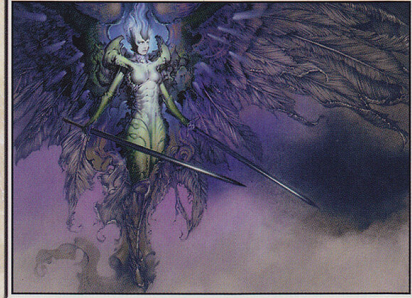
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

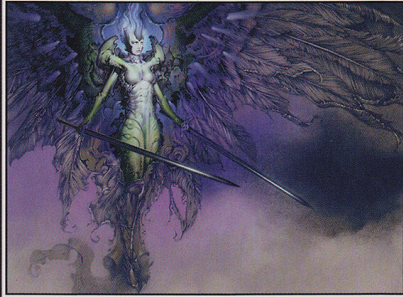
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

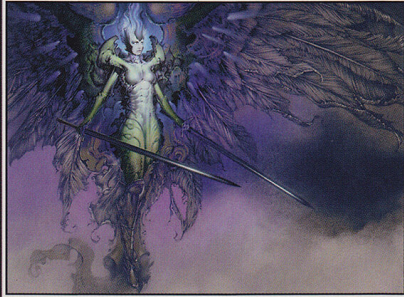
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

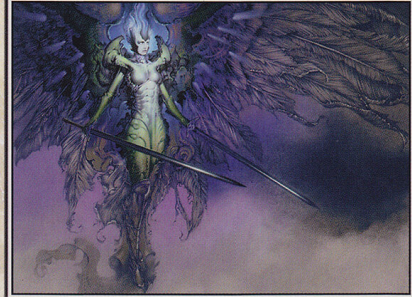
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

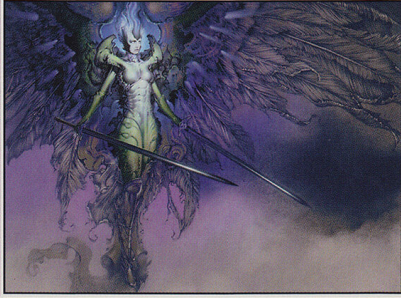
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel 2

2



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

"Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand."
—Auriok proverb

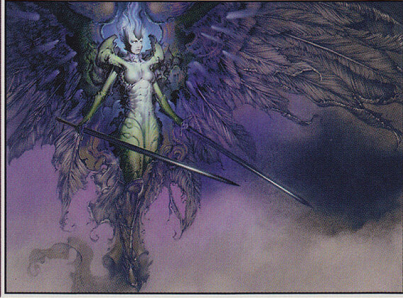
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel 2

2



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

"Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand."
—Auriok proverb

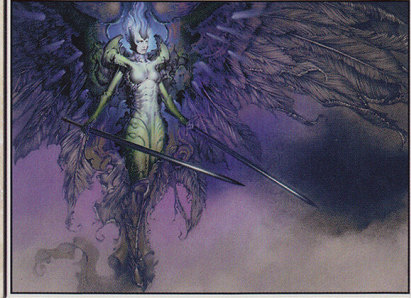
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel 2

2



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

"Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand."
—Auriok proverb

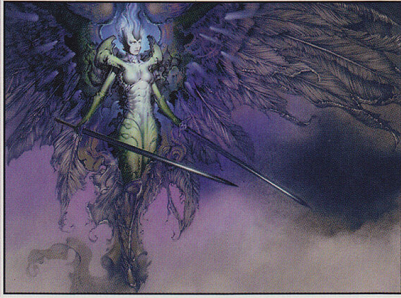
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel 2

2



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

"Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand."
—Auriok proverb

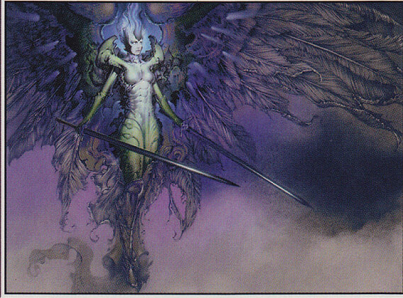
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel 2

2



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

"Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand."
—Auriok proverb

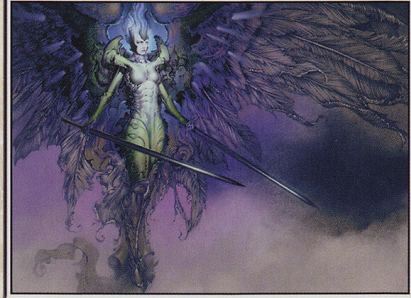
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel 2

2



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

"Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand."
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel 2

2



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

"Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand."
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel 2

2



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

"Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand."
—Auriok proverb

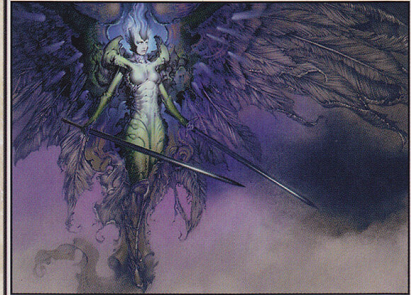
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel 2

2



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

"Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand."
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

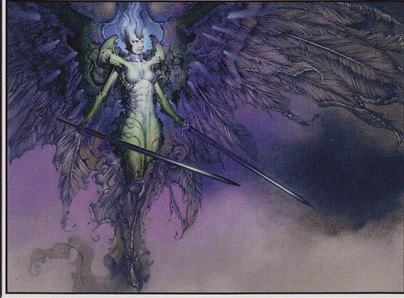
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

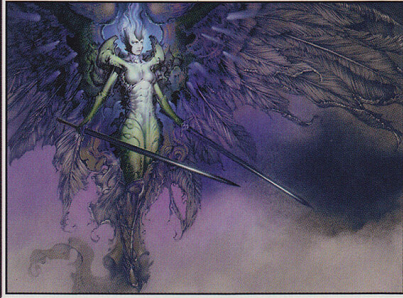
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

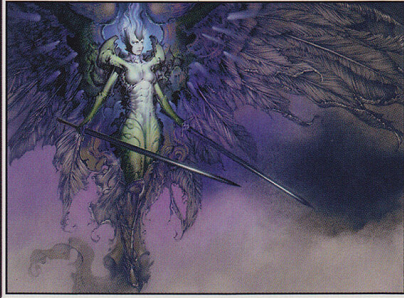
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

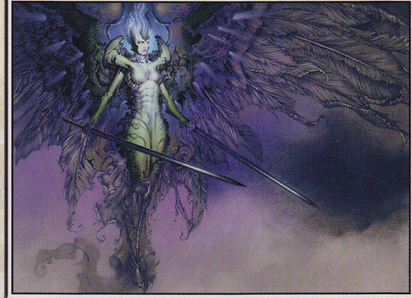
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

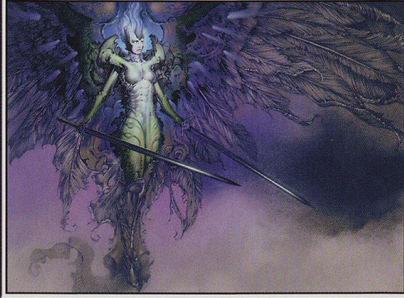
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

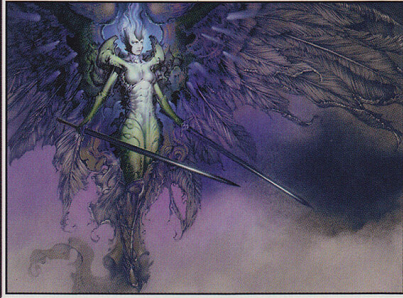
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

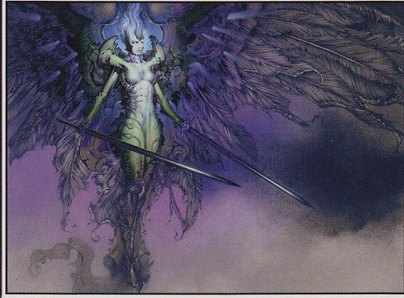
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

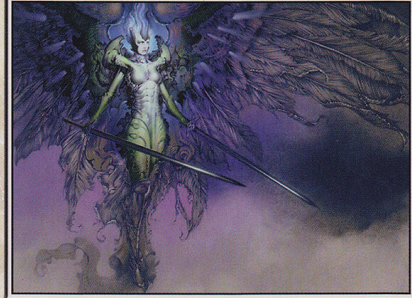
—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249

Indomitable Archangel

2**



Creature — Angel

Flying

Metalcraft — Artifacts you control have shroud as long as you control three or more artifacts.

“Every sword drawn to defend is an angelic blade, guided to justice by an angelic hand.”
—Auriok proverb

—Allen Williams

4/4

™ & © 1993–2010 Wizards of the Coast LLC 11/249