Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel



Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast

Firemane Angel

Creature — Angel

Flying, first strike

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

6: Return Firemane Angel from your graveyard to the battlefield. Activate this ability only during your upkeep.

4/3

088/127 R
GK1 • EN Matt Cavotta

™ & © 2018 Wizards of the Coast