Bishop of Wings



Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings



Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings



Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings



Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Bishop of Wings

Creature — Human Cleric

Whenever an Angel enters the battlefield under your control, you gain 4 life.

Whenever an Angel you control dies, create a 1/1 white Spirit creature token with flying.

"Within every angel is a spirit of light that will fight as long as there is darkness."

1/4

008/280 R
M20 • EN
Matt Stewart

™ & © 2019 Wizards of the Coast