Angelic Guardian



Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian



Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian



Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian



Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast

Angelic Guardian

Creature — Angel

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

Whenever one or more creatures you control attack, they gain indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy them.)*

5/5

302/280 R
M20 • EN
Sara Winters

™ & © 2019 Wizards of the Coast