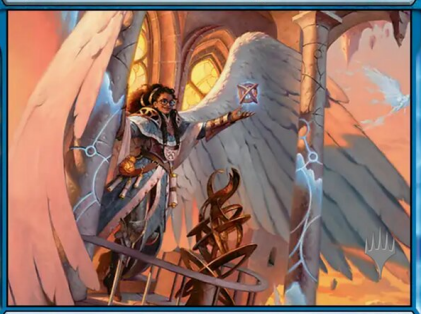
Lyra, Tolarian Archangel 1 {U}{U}



Legendary Creature — Angel Wizard

Flying

At the beginning of each end step, if you've drawn three or more cards this turn, create a 3/3 blue Angel creature token with flying.

{3}{U}{U}: Until end of turn, whenever Lyra deals combat damage to a player, draw two cards.

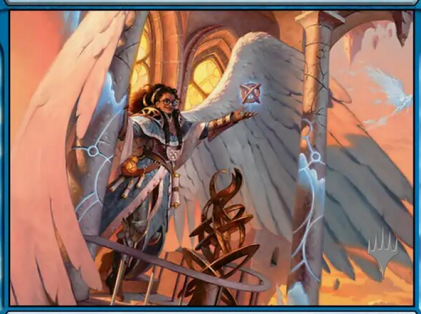
Knowledge is radiance.

3/3

R 0217
FRA • EN Victor Adame Minguez

™ & © 2026 Wizards of the Coast

Lyra, Tolarian Archangel 1 {U}{U}



Legendary Creature — Angel Wizard

Flying

At the beginning of each end step, if you've drawn three or more cards this turn, create a 3/3 blue Angel creature token with flying.

{3}{U}{U}: Until end of turn, whenever Lyra deals combat damage to a player, draw two cards.

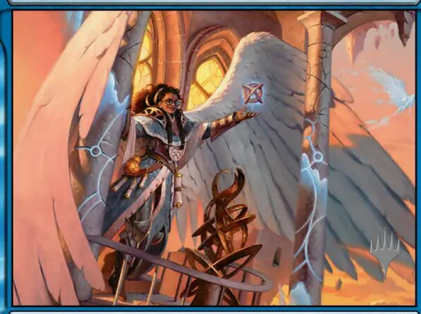
Knowledge is radiance.

3/3

R 0217
FRA • EN Victor Adame Minguez

™ & © 2026 Wizards of the Coast

Lyra, Tolarian Archangel 1 {U}{U}



Legendary Creature — Angel Wizard

Flying

At the beginning of each end step, if you've drawn three or more cards this turn, create a 3/3 blue Angel creature token with flying.

{3}{U}{U}: Until end of turn, whenever Lyra deals combat damage to a player, draw two cards.

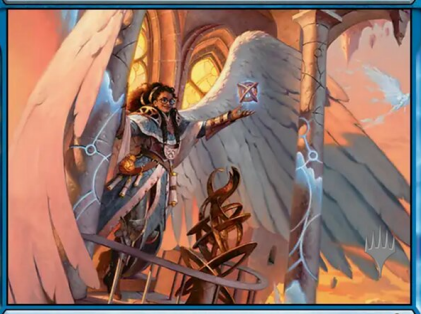
Knowledge is radiance.

3/3

R 0217
FRA • EN Victor Adame Minguez

™ & © 2026 Wizards of the Coast

Lyra, Tolarian Archangel 1 {U}{U}



Legendary Creature — Angel Wizard

Flying

At the beginning of each end step, if you've drawn three or more cards this turn, create a 3/3 blue Angel creature token with flying.

{3}{U}{U}: Until end of turn, whenever Lyra deals combat damage to a player, draw two cards.

Knowledge is radiance.

3/3

R 0217
FRA • EN Victor Adame Minguez

™ & © 2026 Wizards of the Coast