Heavenly Blademaster 5



Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5



Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5



Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5



Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella

Heavenly Blademaster 5

Creature — Angel

Flying, double strike

When Heavenly Blademaster enters the battlefield, you may attach any number of Auras and Equipment you control to it.

Other creatures you control get +1/+1 for each Aura and Equipment attached to Heavenly Blademaster.

3/6

000 / 307 R
PZ2 • EN Zack Stella