Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

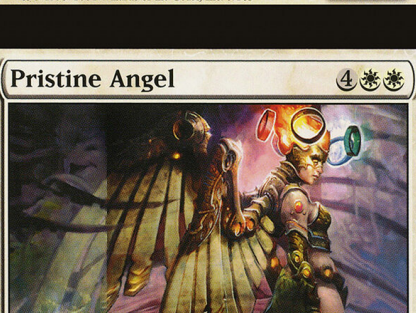
Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

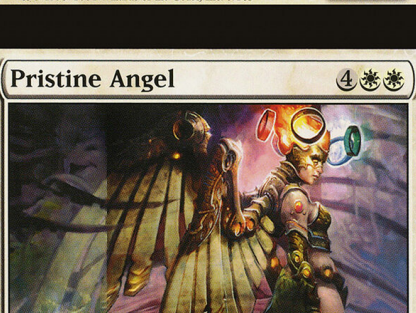
Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

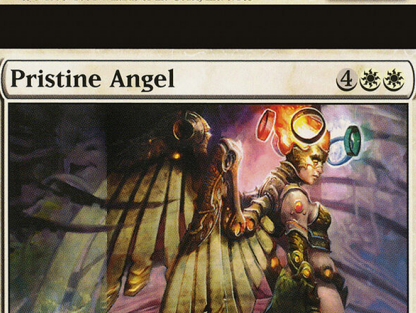
Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

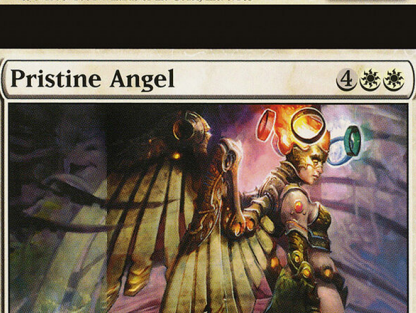
Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}



Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165

Pristine Angel {4}{W}{W}

Creature — Angel

Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Scott M. Fischer

4/4

™ & © 1993–2004 Wizards of the Coast, Inc. 9/165