Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

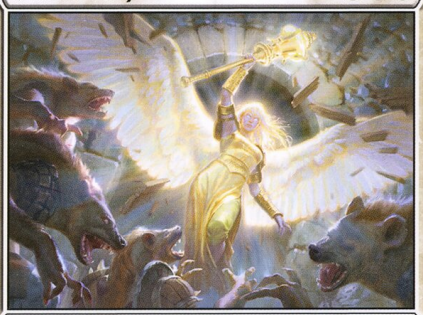
Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

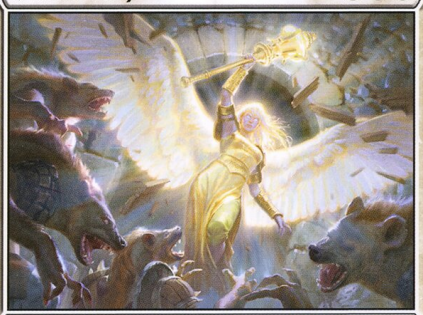
Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

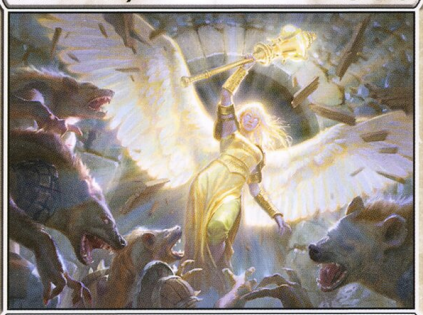
Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

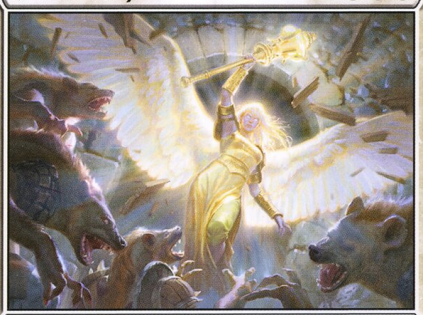
Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

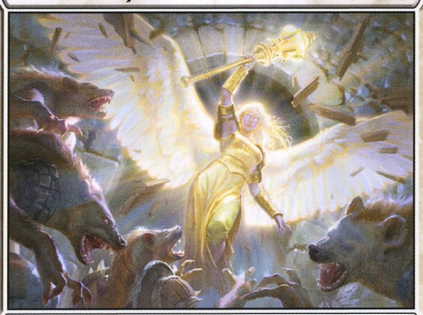
Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

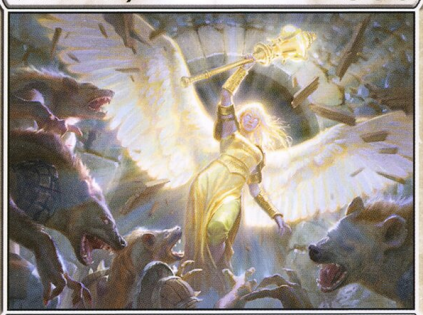
Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

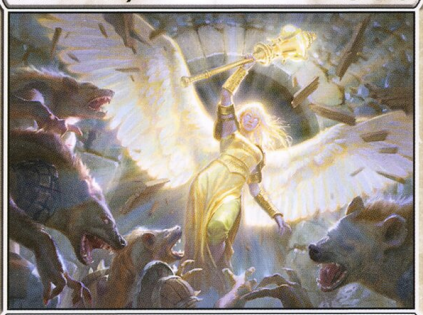
Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

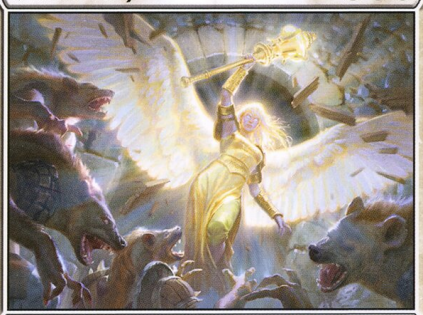
Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}



Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast

Planar Ally {3}{W}{W}

Creature — Angel

Flying

Whenever Planar Ally attacks, venture into the dungeon. *(Enter the first room or advance to the next room.)*

Her light touches every corner and her wings brush either wall, leaving no place for evil to lurk.

3/3

031/281 C
AFR • EN Marta Nael

™ & © 2021 Wizards of the Coast