Angel of Vitality 2W



Creature — Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

U 0013
FDC • EN Johannes Voss

™ & © 2026 Wizards of the Coast

Angel of Vitality 2W

Creature — Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

U 0013
FDC • EN Johannes Voss

™ & © 2026 Wizards of the Coast

Angel of Vitality 2W

Creature — Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

U 0013
FDC • EN Johannes Voss

™ & © 2026 Wizards of the Coast

Angel of Vitality 2W

Creature — Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

U 0013
FDC • EN Johannes Voss

™ & © 2026 Wizards of the Coast

Angel of Vitality 2W

Creature — Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

U 0013
FDC • EN Johannes Voss

™ & © 2026 Wizards of the Coast

Angel of Vitality 2W

Creature — Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

U 0013
FDC • EN Johannes Voss

™ & © 2026 Wizards of the Coast

Angel of Vitality 2W

Creature — Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

U 0013
FDC • EN Johannes Voss

™ & © 2026 Wizards of the Coast

Angel of Vitality 2W

Creature — Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

U 0013
FDC • EN Johannes Voss

™ & © 2026 Wizards of the Coast

Angel of Vitality 2W

Creature — Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

U 0013
FDC • EN Johannes Voss

™ & © 2026 Wizards of the Coast

Angel of Vitality 2W

Creature — Angel

Flying
If you would gain life, you gain that much life plus 1 instead.
This creature gets +2/+2 as long as you have 25 or more life.

2/2

U 0013
FDC • EN Johannes Voss

™ & © 2026 Wizards of the Coast