Angelic Page 1W



Creature — Spirit 8

Flying *(This creature can't be blocked except by creatures with flying.)*

T: Target attacking or blocking creature gets +1/+1 until end of turn.

If only every message were as perfect as its bearer.

Marc Fishman

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 2/350

Angelic Page 1W

Creature — Spirit 8

Flying *(This creature can't be blocked except by creatures with flying.)*

T: Target attacking or blocking creature gets +1/+1 until end of turn.

If only every message were as perfect as its bearer.

Marc Fishman

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 2/350

Angelic Page 1W

Creature — Spirit 8

Flying *(This creature can't be blocked except by creatures with flying.)*

T: Target attacking or blocking creature gets +1/+1 until end of turn.

If only every message were as perfect as its bearer.

Marc Fishman

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 2/350

Angelic Page 1W



Creature — Spirit 8

Flying *(This creature can't be blocked except by creatures with flying.)*

T: Target attacking or blocking creature gets +1/+1 until end of turn.

If only every message were as perfect as its bearer.

Marc Fishman

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 2/350

Angelic Page 1W

Creature — Spirit 8

Flying *(This creature can't be blocked except by creatures with flying.)*

T: Target attacking or blocking creature gets +1/+1 until end of turn.

If only every message were as perfect as its bearer.

Marc Fishman

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 2/350

Angelic Page 1W

Creature — Spirit 8

Flying *(This creature can't be blocked except by creatures with flying.)*

T: Target attacking or blocking creature gets +1/+1 until end of turn.

If only every message were as perfect as its bearer.

Marc Fishman

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 2/350

Angelic Page 1W



Creature — Spirit 8

Flying *(This creature can't be blocked except by creatures with flying.)*

T: Target attacking or blocking creature gets +1/+1 until end of turn.

If only every message were as perfect as its bearer.

Marc Fishman

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 2/350

Angelic Page 1W

Creature — Spirit 8

Flying *(This creature can't be blocked except by creatures with flying.)*

T: Target attacking or blocking creature gets +1/+1 until end of turn.

If only every message were as perfect as its bearer.

Marc Fishman

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 2/350

Angelic Page 1W

Creature — Spirit 8

Flying *(This creature can't be blocked except by creatures with flying.)*

T: Target attacking or blocking creature gets +1/+1 until end of turn.

If only every message were as perfect as its bearer.

Marc Fishman

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 2/350