Spike Drone



Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone



Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone



Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone



Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0

Spike Drone

Summon Spike

Spike Drone comes into play with one +1/+1 counter on it.

2, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.

Illus. Charles Gillespie

©1997 Wizards of the Coast, Inc.

0/0