
Drogskol Reinforcements
Creature — Spirit Soldier
Melee (Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked this combat.)
Other Spirits you control have melee.
Prevent all noncombat damage that would be dealt to Spirits you control.
2/2
0006 / 1158R
VOC • EN
Antonio José Manzanedo


Drogskol Reinforcements
Creature — Spirit Soldier
Melee (Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked this combat.)
Other Spirits you control have melee.
Prevent all noncombat damage that would be dealt to Spirits you control.
2/2
0006 / 1158R
VOC • EN
Antonio José Manzanedo