Drogskol Reinforcements {3}{W}



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

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VOC • EN Antonio José Manzanedo
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