Drogskol Reinforcements 3



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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3



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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3



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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3



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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast

Drogskol Reinforcements 3

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

005/038 R
VOC • EN Antonio José Manzanedo

™ & © 2021 Wizards of the Coast