Adriana, Captain of the Guard 3



Legendary Creature — Human Knight

Melee *(Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked with a creature this combat.)*

Other creatures you control have melee. *(If a creature has multiple instances of melee, each triggers separately.)*

4/4

200/322 R
C20 • EN Chris Rallis

™ & © 2020 Wizards of the Coast

Adriana, Captain of the Guard 3

Legendary Creature — Human Knight

Melee *(Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked with a creature this combat.)*

Other creatures you control have melee. *(If a creature has multiple instances of melee, each triggers separately.)*

4/4

200/322 R
C20 • EN Chris Rallis

™ & © 2020 Wizards of the Coast

Adriana, Captain of the Guard 3

Legendary Creature — Human Knight

Melee *(Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked with a creature this combat.)*

Other creatures you control have melee. *(If a creature has multiple instances of melee, each triggers separately.)*

4/4

200/322 R
C20 • EN Chris Rallis

™ & © 2020 Wizards of the Coast

Adriana, Captain of the Guard 3

Legendary Creature — Human Knight

Melee *(Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked with a creature this combat.)*

Other creatures you control have melee. *(If a creature has multiple instances of melee, each triggers separately.)*

4/4

200/322 R
C20 • EN Chris Rallis

™ & © 2020 Wizards of the Coast

Adriana, Captain of the Guard 3

Legendary Creature — Human Knight

Melee *(Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked with a creature this combat.)*

Other creatures you control have melee. *(If a creature has multiple instances of melee, each triggers separately.)*

4/4

200/322 R
C20 • EN Chris Rallis

™ & © 2020 Wizards of the Coast

Adriana, Captain of the Guard 3

Legendary Creature — Human Knight

Melee *(Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked with a creature this combat.)*

Other creatures you control have melee. *(If a creature has multiple instances of melee, each triggers separately.)*

4/4

200/322 R
C20 • EN Chris Rallis

™ & © 2020 Wizards of the Coast

Adriana, Captain of the Guard 3

Legendary Creature — Human Knight

Melee *(Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked with a creature this combat.)*

Other creatures you control have melee. *(If a creature has multiple instances of melee, each triggers separately.)*

4/4

200/322 R
C20 • EN Chris Rallis

™ & © 2020 Wizards of the Coast

Adriana, Captain of the Guard 3

Legendary Creature — Human Knight

Melee *(Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked with a creature this combat.)*

Other creatures you control have melee. *(If a creature has multiple instances of melee, each triggers separately.)*

4/4

200/322 R
C20 • EN Chris Rallis

™ & © 2020 Wizards of the Coast

Adriana, Captain of the Guard 3

Legendary Creature — Human Knight

Melee *(Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked with a creature this combat.)*

Other creatures you control have melee. *(If a creature has multiple instances of melee, each triggers separately.)*

4/4

200/322 R
C20 • EN Chris Rallis

™ & © 2020 Wizards of the Coast