Spiritual Guardian 3



Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3



Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3



Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3



Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4

Spiritual Guardian 3

Summon Creature

When Spiritual Guardian comes into play from your hand, you gain 4 life.

Hope is born within.

Illus. Terese Nielsen
©1997 Wizards of the Coast, Inc. All rights reserved.

3/4