Souldrinker 3



Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3



Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3



Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3



Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62

Souldrinker 3

Creature — Spirit

Pay 3 life: Put a +1/+1 counter on Souldrinker.

Don't drink and thrive.

Dermot Power

2/2

™ & © 1993–2009 Wizards of the Coast LLC 39/62