

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast

Weathered Sentinels3



Artifact Creature — Wall

Defender, vigilance, reach, trample  
This creature can attack players who attacked you during their last turn as though it didn't have defender.  
Whenever this creature attacks, it gets +3/+3 and gains indestructible until end of turn.

2/5

R 0336  
TDC · EN JAKUB KASPER

™ & © 2025 Wizards of the Coast