Sethron, Hurloon General {3}{R}{R}



Legendary Creature — Minotaur Warrior

Whenever Sethron, Hurloon General or another nontoken Minotaur enters the battlefield under your control, create a 2/3 red Minotaur creature token.

{2}{R/G}: Minotaurs you control get +1/+0 and gain menace and haste until end of turn. *({R/G} can be paid with either {R} or {G}.)*

4/4

025/078 R
JMP • EN
Jason Rainville

™ & © 2020 Wizards of the Coast

Sethron, Hurloon General {3}{R}{R}

Legendary Creature — Minotaur Warrior

Whenever Sethron, Hurloon General or another nontoken Minotaur enters the battlefield under your control, create a 2/3 red Minotaur creature token.

{2}{R/G}: Minotaurs you control get +1/+0 and gain menace and haste until end of turn. *({R/G} can be paid with either {R} or {G}.)*

4/4

025/078 R
JMP • EN
Jason Rainville

™ & © 2020 Wizards of the Coast

Sethron, Hurloon General {3}{R}{R}

Legendary Creature — Minotaur Warrior

Whenever Sethron, Hurloon General or another nontoken Minotaur enters the battlefield under your control, create a 2/3 red Minotaur creature token.

{2}{R/G}: Minotaurs you control get +1/+0 and gain menace and haste until end of turn. *({R/G} can be paid with either {R} or {G}.)*

4/4

025/078 R
JMP • EN
Jason Rainville

™ & © 2020 Wizards of the Coast

Sethron, Hurloon General {3}{R}{R}

Legendary Creature — Minotaur Warrior

Whenever Sethron, Hurloon General or another nontoken Minotaur enters the battlefield under your control, create a 2/3 red Minotaur creature token.

{2}{R/G}: Minotaurs you control get +1/+0 and gain menace and haste until end of turn. *({R/G} can be paid with either {R} or {G}.)*

4/4

025/078 R
JMP • EN
Jason Rainville

™ & © 2020 Wizards of the Coast