Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵



Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306

Lumengrid Sentinel 2 🔵

Creature — Human Wizard

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Scott M. Fischer

1/2

™ & © 1993–2003 Wizards of the Coast, Inc. 40/306