Sentinel of the Nameless City {2}{G}



Creature — Merfolk Warrior Scout

Vigilance

Whenever Sentinel of the Nameless City enters the battlefield or attacks, create a Map token. *(It's an artifact with "{1}, {T}, Sacrifice this artifact: Target creature you control explores. Activate only as a sorcery.")*

"Halt, traveler. Whatever you seek, you will not find it here."

3/4

R 0211
LCI ★ EN Josu Hernaiz
™ & © 2023 Wizards of the Coast

Sentinel of the Nameless City {2}{G}

Creature — Merfolk Warrior Scout

Vigilance

Whenever Sentinel of the Nameless City enters the battlefield or attacks, create a Map token. *(It's an artifact with "{1}, {T}, Sacrifice this artifact: Target creature you control explores. Activate only as a sorcery.")*

"Halt, traveler. Whatever you seek, you will not find it here."

3/4

R 0211
LCI ★ EN Josu Hernaiz
™ & © 2023 Wizards of the Coast

Sentinel of the Nameless City {2}{G}

Creature — Merfolk Warrior Scout

Vigilance

Whenever Sentinel of the Nameless City enters the battlefield or attacks, create a Map token. *(It's an artifact with "{1}, {T}, Sacrifice this artifact: Target creature you control explores. Activate only as a sorcery.")*

"Halt, traveler. Whatever you seek, you will not find it here."

3/4

R 0211
LCI ★ EN Josu Hernaiz
™ & © 2023 Wizards of the Coast

Sentinel of the Nameless City {2}{G}

Creature — Merfolk Warrior Scout

Vigilance

Whenever Sentinel of the Nameless City enters the battlefield or attacks, create a Map token. *(It's an artifact with "{1}, {T}, Sacrifice this artifact: Target creature you control explores. Activate only as a sorcery.")*

"Halt, traveler. Whatever you seek, you will not find it here."

3/4

R 0211
LCI ★ EN Josu Hernaiz
™ & © 2023 Wizards of the Coast