Tri-Sentinel, Act of Vengeance {7}



Legendary Artifact Creature — Robot Villain

Flying, menace, trample

When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.

Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)

7/7

R 0115
MSC • EN ✍ Nathaniel Himawan

© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}



Legendary Artifact Creature — Robot Villain

Flying, menace, trample

When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.

Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)

7/7

R 0115
MSC • EN ✍ Nathaniel Himawan

© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}



Legendary Artifact Creature — Robot Villain

Flying, menace, trample

When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.

Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)

7/7

R 0115
MSC • EN ✍ Nathaniel Himawan

© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}



Legendary Artifact Creature — Robot Villain

Flying, menace, trample

When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.

Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)

7/7

R 0115
MSC • EN ✍ Nathaniel Himawan

© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast

Tri-Sentinel, Act of Vengeance {7}
Legendary Artifact Creature — Robot Villain
Flying, menace, trample
When Tri-Sentinel enters, for each opponent, Tri-Sentinel deals 3 damage to up to one target creature that player controls.
Unearth {7} (*{7}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)
7/7
R 0115
MSC • EN ✍ Nathaniel Himawan
© MARVEL
™ & © 2026 Wizards of the Coast