Vigilant Sentry {1}{W}{W}



Creature — Human Nomad

Threshold — As long as seven or more cards are in your graveyard, Vigilant Sentry gets +1/+1 and has "{T}: Target attacking or blocking creature gets +3/+3 until end of turn."

2/2

033/261 C
DMR • EN ✍ Eric Peterson
™ & © 2023 Wizards of the Coast

Vigilant Sentry {1}{W}{W}



Creature — Human Nomad

Threshold — As long as seven or more cards are in your graveyard, Vigilant Sentry gets +1/+1 and has "{T}: Target attacking or blocking creature gets +3/+3 until end of turn."

2/2

033/261 C
DMR • EN ✍ Eric Peterson
™ & © 2023 Wizards of the Coast

Vigilant Sentry {1}{W}{W}



Creature — Human Nomad

Threshold — As long as seven or more cards are in your graveyard, Vigilant Sentry gets +1/+1 and has "{T}: Target attacking or blocking creature gets +3/+3 until end of turn."

2/2

033/261 C
DMR • EN ✍ Eric Peterson
™ & © 2023 Wizards of the Coast

Vigilant Sentry {1}{W}{W}



Creature — Human Nomad

Threshold — As long as seven or more cards are in your graveyard, Vigilant Sentry gets +1/+1 and has "{T}: Target attacking or blocking creature gets +3/+3 until end of turn."

2/2

033/261 C
DMR • EN ✍ Eric Peterson
™ & © 2023 Wizards of the Coast