Opal Lake Gatekeepers {3}{U}



Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}



Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}



Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}



Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156

Opal Lake Gatekeepers {3}{U}

Creature — Vedalken Soldier

When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Sentries guard Ravnica's landmarks and outlying districts, unaware of these places' import to the maze.

2/4

Seb McKinnon

™ & © 2013 Wizards of the Coast 16/156