Sentinel of the Eternal Watch 5



Creature — Giant Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

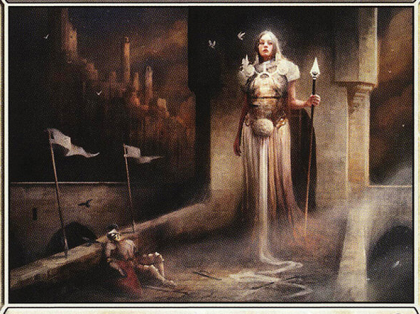
At the beginning of combat on each opponent's turn, tap target creature that player controls.

The portcullis is superfluous.

4/6

030/272 U
ORI • EN Bastien L. Deharme
™ & © 2015 Wizards of the Coast

Sentinel of the Eternal Watch 5



Creature — Giant Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

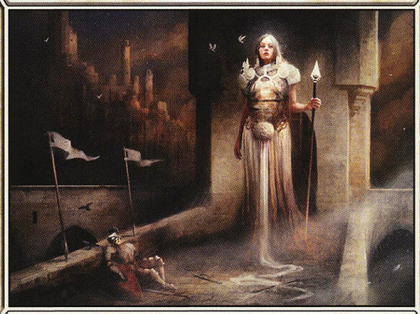
At the beginning of combat on each opponent's turn, tap target creature that player controls.

The portcullis is superfluous.

4/6

030/272 U
ORI • EN Bastien L. Deharme
™ & © 2015 Wizards of the Coast

Sentinel of the Eternal Watch 5



Creature — Giant Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

At the beginning of combat on each opponent's turn, tap target creature that player controls.

The portcullis is superfluous.

4/6

030/272 U
ORI • EN Bastien L. Deharme
™ & © 2015 Wizards of the Coast

Sentinel of the Eternal Watch 5



Creature — Giant Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

At the beginning of combat on each opponent's turn, tap target creature that player controls.

The portcullis is superfluous.

4/6

030/272 U
ORI • EN Bastien L. Deharme
™ & © 2015 Wizards of the Coast