Sentry Bot



Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot



Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot



Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot



Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast

Sentry Bot

Artifact Creature — Robot

Flash

This spell costs {1} less to cast for each creature attacking you.

When Sentry Bot enters the battlefield, you get {E} for each creature attacking you.

At the beginning of combat on your turn, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on each creature you control.

2/5

R 0552
PIP ★ EN Anthony Devine

©2024 BSW
™ & © 2024 Wizards of the Coast