Palace Sentinels 3



Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3



Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3



Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3



Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast

Palace Sentinels 3

Creature — Human Soldier

When Palace Sentinels enters the battlefield, you become the monarch.

"One who ruled willing subjects would need no such protection."
—Adriana, Captain of the Guard

2/4

019/221 C
CN2 • EN Aaron Miller

™ & © 2016 Wizards of the Coast