Defender of the Queue 3



Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3



Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3



Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3



Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast

Defender of the Queue 3

Creature — Centaur Soldier

Positioning *(As this creature enters, lock your creatures in order from left to right for as long as you control a creature with positioning. Each time a creature enters or comes under your control, position it to the left or right of another creature you control.)*

Adjacent creatures to the left and right of Defender of the Queue get +1/+1 and have vigilance.

TEST CARD - Not for constructed play 3/3

Marika Lord

™ & © 2024 Wizards of the Coast