
Esper Sentinel
Artifact Creature — Human Soldier
Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power.
Action: Using the reference as inspiration, we'd like you to design a soldier who is a similar mix of flesh and etherium (a magical metal found only on Esper).
1/1
328 R
MH2 • EN Eric Deschamps
™ & © 2021 Wizards of the Coast

Esper Sentinel
Artifact Creature — Human Soldier
Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power.
Action: Using the reference as inspiration, we'd like you to design a soldier who is a similar mix of flesh and etherium (a magical metal found only on Esper).
1/1
328 R
MH2 • EN Eric Deschamps
™ & © 2021 Wizards of the Coast

Esper Sentinel
Artifact Creature — Human Soldier
Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power.
Action: Using the reference as inspiration, we'd like you to design a soldier who is a similar mix of flesh and etherium (a magical metal found only on Esper).
1/1
328 R
MH2 • EN Eric Deschamps
™ & © 2021 Wizards of the Coast

Esper Sentinel
Artifact Creature — Human Soldier
Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power.
Action: Using the reference as inspiration, we'd like you to design a soldier who is a similar mix of flesh and etherium (a magical metal found only on Esper).
1/1
328 R
MH2 • EN Eric Deschamps
™ & © 2021 Wizards of the Coast

Esper Sentinel
Artifact Creature — Human Soldier
Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power.
Action: Using the reference as inspiration, we'd like you to design a soldier who is a similar mix of flesh and etherium (a magical metal found only on Esper).
1/1
328 R
MH2 • EN Eric Deschamps
™ & © 2021 Wizards of the Coast

Esper Sentinel
Artifact Creature — Human Soldier
Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power.
Action: Using the reference as inspiration, we'd like you to design a soldier who is a similar mix of flesh and etherium (a magical metal found only on Esper).
1/1
328 R
MH2 • EN Eric Deschamps
™ & © 2021 Wizards of the Coast

Esper Sentinel
Artifact Creature — Human Soldier
Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power.
Action: Using the reference as inspiration, we'd like you to design a soldier who is a similar mix of flesh and etherium (a magical metal found only on Esper).
1/1
328 R
MH2 • EN Eric Deschamps
™ & © 2021 Wizards of the Coast

Esper Sentinel
Artifact Creature — Human Soldier
Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power.
Action: Using the reference as inspiration, we'd like you to design a soldier who is a similar mix of flesh and etherium (a magical metal found only on Esper).
1/1
328 R
MH2 • EN Eric Deschamps
™ & © 2021 Wizards of the Coast

Esper Sentinel
Artifact Creature — Human Soldier
Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power.
Action: Using the reference as inspiration, we'd like you to design a soldier who is a similar mix of flesh and etherium (a magical metal found only on Esper).
1/1
328 R
MH2 • EN Eric Deschamps
™ & © 2021 Wizards of the Coast