Sungold Sentinel



Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel



Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel



Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel



Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast

Sungold Sentinel

Creature — Human Soldier

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1 ✳: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R
MID • EN ✒ Marta Nael

™ & © 2021 Wizards of the Coast