Guardian Sunmare



Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare



Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare



Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare



Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast

Guardian Sunmare

Creature — Horse Mount

Ward 2

Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle.

Saddle 4

5/5

R 0015
DFT • EN ✒ Christina Kraus

™ & © 2025 Wizards of the Coast