Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry



Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast

Steadfast Sentry

Creature — Human Soldier

Vigilance *(Attacking doesn't cause this creature to tap.)*

When Steadfast Sentry dies, put a +1/+1 counter on target creature you control.

"Get up, slugabeds! We've got company, and they're not dressed for a party!"

3/2

040/280 C
M20 • EN
Bram Sels

™ & © 2019 Wizards of the Coast