Westgate Regent 3



Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3



Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3



Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3



Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast

Westgate Regent 3

Creature — Vampire

Flying

Ward—Discard a card. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)*

Whenever Westgate Regent deals combat damage to a player, put that many +1/+1 counters on it.

4/4

126/281 R
AFR ★ EN Mike Iordana

™ & © 2021 Wizards of the Coast