Safehold Sentry

1 ✳



Creature — Elf Warrior

2 ✳, ⟳: Safehold Sentry gets +0/+2 until end of turn. *(⟳ is the untap symbol.)*

"These bracers were worn by my father and by his mother before him. Boggart fangs have shattered on them. Cinder flames have withered at their touch. While I wear them, the safehold will not fall."

William O'Connor

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 22/301

Safehold Sentry

1 ✳

Creature — Elf Warrior

2 ✳, ⟳: Safehold Sentry gets +0/+2 until end of turn. *(⟳ is the untap symbol.)*

"These bracers were worn by my father and by his mother before him. Boggart fangs have shattered on them. Cinder flames have withered at their touch. While I wear them, the safehold will not fall."

William O'Connor

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 22/301

Safehold Sentry

1 ✳

Creature — Elf Warrior

2 ✳, ⟳: Safehold Sentry gets +0/+2 until end of turn. *(⟳ is the untap symbol.)*

"These bracers were worn by my father and by his mother before him. Boggart fangs have shattered on them. Cinder flames have withered at their touch. While I wear them, the safehold will not fall."

William O'Connor

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 22/301

Safehold Sentry

1 ✳



Creature — Elf Warrior

2 ✳, ⟳: Safehold Sentry gets +0/+2 until end of turn. *(⟳ is the untap symbol.)*

"These bracers were worn by my father and by his mother before him. Boggart fangs have shattered on them. Cinder flames have withered at their touch. While I wear them, the safehold will not fall."

William O'Connor

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 22/301

Safehold Sentry

1 ✳

Creature — Elf Warrior

2 ✳, ⟳: Safehold Sentry gets +0/+2 until end of turn. *(⟳ is the untap symbol.)*

"These bracers were worn by my father and by his mother before him. Boggart fangs have shattered on them. Cinder flames have withered at their touch. While I wear them, the safehold will not fall."

William O'Connor

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 22/301

Safehold Sentry

1 ✳



Creature — Elf Warrior

2 ✳, ⟳: Safehold Sentry gets +0/+2 until end of turn. *(⟳ is the untap symbol.)*

"These bracers were worn by my father and by his mother before him. Boggart fangs have shattered on them. Cinder flames have withered at their touch. While I wear them, the safehold will not fall."

William O'Connor

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 22/301

Safehold Sentry

1 ✳

Creature — Elf Warrior

2 ✳, ⟳: Safehold Sentry gets +0/+2 until end of turn. *(⟳ is the untap symbol.)*

"These bracers were worn by my father and by his mother before him. Boggart fangs have shattered on them. Cinder flames have withered at their touch. While I wear them, the safehold will not fall."

William O'Connor

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 22/301