Town Sentry 2



Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2



Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2



Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2



Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2

Town Sentry 2

Creature — Soldier

**If Town Sentry blocks, it gets +0/+2 until the end of the turn.**

*"So he gots a sword. Big deal."*
*"Yeah, it's a big deal—it's a big sword!"*
*—Two goblins outside the gates of Trokin*

Illus. Brad Williams
©1993–1998 Wizards of the Coast, Inc.

2/2