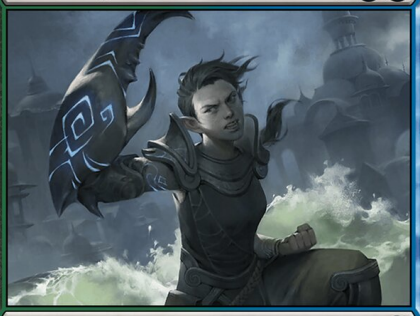
Scuttling Sentinel



Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

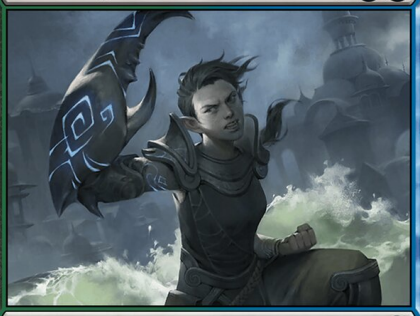
When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel



Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

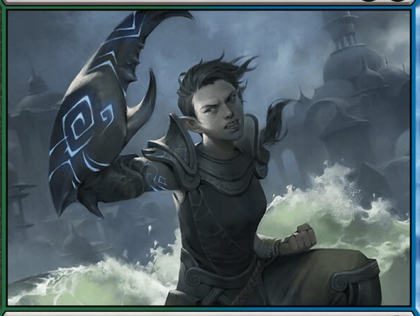
When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel



Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

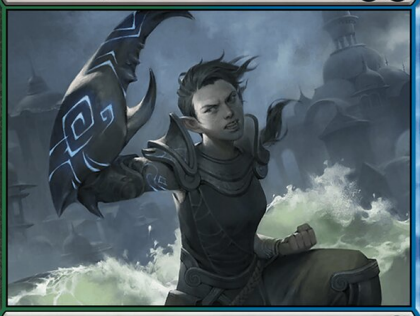
When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel



Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast

Scuttling Sentinel

Creature — Crab Elf

Flash

Vigilance

When Scuttling Sentinel enters the battlefield, put a +1/+1 counter on another target creature you control. Until end of turn, that creature becomes a blue Crab in addition to its other types and gains hexproof. *(It can't be the target of spells or abilities your opponents control.)*

3/2

U 0042
CLU • EN Betty Jiang

™ & © 2024 Wizards of the Coast