
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