Majestic Myriarch



Creature — Chimera

Majestic Myriarch's power and toughness are each equal to twice the number of creatures you control.

At the beginning of each combat, if you control a creature with flying, Majestic Myriarch gains flying until end of turn. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

★/★

122/199 M
HOU • EN Randy Vargas

™ & © 2017 Wizards of the Coast

Majestic Myriarch

Creature — Chimera

Majestic Myriarch's power and toughness are each equal to twice the number of creatures you control.

At the beginning of each combat, if you control a creature with flying, Majestic Myriarch gains flying until end of turn. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

★/★

122/199 M
HOU • EN Randy Vargas

™ & © 2017 Wizards of the Coast

Majestic Myriarch

Creature — Chimera

Majestic Myriarch's power and toughness are each equal to twice the number of creatures you control.

At the beginning of each combat, if you control a creature with flying, Majestic Myriarch gains flying until end of turn. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

★/★

122/199 M
HOU • EN Randy Vargas

™ & © 2017 Wizards of the Coast

Majestic Myriarch



Creature — Chimera

Majestic Myriarch's power and toughness are each equal to twice the number of creatures you control.

At the beginning of each combat, if you control a creature with flying, Majestic Myriarch gains flying until end of turn. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

★/★

122/199 M
HOU • EN Randy Vargas

™ & © 2017 Wizards of the Coast

Majestic Myriarch

Creature — Chimera

Majestic Myriarch's power and toughness are each equal to twice the number of creatures you control.

At the beginning of each combat, if you control a creature with flying, Majestic Myriarch gains flying until end of turn. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

★/★

122/199 M
HOU • EN Randy Vargas

™ & © 2017 Wizards of the Coast

Majestic Myriarch

Creature — Chimera

Majestic Myriarch's power and toughness are each equal to twice the number of creatures you control.

At the beginning of each combat, if you control a creature with flying, Majestic Myriarch gains flying until end of turn. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

★/★

122/199 M
HOU • EN Randy Vargas

™ & © 2017 Wizards of the Coast

Majestic Myriarch



Creature — Chimera

Majestic Myriarch's power and toughness are each equal to twice the number of creatures you control.

At the beginning of each combat, if you control a creature with flying, Majestic Myriarch gains flying until end of turn. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

★/★

122/199 M
HOU • EN Randy Vargas

™ & © 2017 Wizards of the Coast

Majestic Myriarch

Creature — Chimera

Majestic Myriarch's power and toughness are each equal to twice the number of creatures you control.

At the beginning of each combat, if you control a creature with flying, Majestic Myriarch gains flying until end of turn. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

★/★

122/199 M
HOU • EN Randy Vargas

™ & © 2017 Wizards of the Coast

Majestic Myriarch

Creature — Chimera

Majestic Myriarch's power and toughness are each equal to twice the number of creatures you control.

At the beginning of each combat, if you control a creature with flying, Majestic Myriarch gains flying until end of turn. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

★/★

122/199 M
HOU • EN Randy Vargas

™ & © 2017 Wizards of the Coast