Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal

Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal

Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal

Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal

Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal

Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal

Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal

Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast

Odric, Lunarch Marshal



Legendary Creature — Human Soldier

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

3/3

103 R
DMC • EN Chase Stone

™ & © 2022 Wizards of the Coast