Meglonoth 3RGW



Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW



Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW



Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW



Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145

Meglonoth 3RGW

Creature — Beast

Vigilance, trample

Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.

When the shards merged, Mayael found herself the general of Naya's mightiest army.

6/6

Steve Prescott

™ & © 1993–2009 Wizards of the Coast, Inc. 118/145