Grand Marshal Macie {1}{W/B}{B}



Legendary Creature — Human Performer

You may choose not to untap Grand Marshal Macie during your untap step. If you do, put a pause counter on it, then you lose 1 life for each pause counter on it.

Whenever Macie becomes untapped, remove all pause counters from it.

{2}, {T}: Choose an "until end of turn" or "this turn" effect. As long as Macie remains tapped, that effect doesn't end.

2/2

168/244 M
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Grand Marshal Macie {1}{W/B}{B}



Legendary Creature — Human Performer

You may choose not to untap Grand Marshal Macie during your untap step. If you do, put a pause counter on it, then you lose 1 life for each pause counter on it.

Whenever Macie becomes untapped, remove all pause counters from it.

{2}, {T}: Choose an "until end of turn" or "this turn" effect. As long as Macie remains tapped, that effect doesn't end.

2/2

168/244 M
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Grand Marshal Macie {1}{W/B}{B}



Legendary Creature — Human Performer

You may choose not to untap Grand Marshal Macie during your untap step. If you do, put a pause counter on it, then you lose 1 life for each pause counter on it.

Whenever Macie becomes untapped, remove all pause counters from it.

{2}, {T}: Choose an "until end of turn" or "this turn" effect. As long as Macie remains tapped, that effect doesn't end.

2/2

168/244 M
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Grand Marshal Macie {1}{W/B}{B}



Legendary Creature — Human Performer

You may choose not to untap Grand Marshal Macie during your untap step. If you do, put a pause counter on it, then you lose 1 life for each pause counter on it.

Whenever Macie becomes untapped, remove all pause counters from it.

{2}, {T}: Choose an "until end of turn" or "this turn" effect. As long as Macie remains tapped, that effect doesn't end.

2/2

168/244 M
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast