Suntouched Myr 3



Artifact Creature — Myr

Sunburst *(This enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.)*

As the fifth sun joins the other four, new abilities awaken in the creatures of Mirrodin.

0/0

Greg Hildebrandt

™ & © 1993–2009 Wizards of the Coast LLC 128/169

Suntouched Myr 3



Artifact Creature — Myr

Sunburst *(This enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.)*

As the fifth sun joins the other four, new abilities awaken in the creatures of Mirrodin.

0/0

Greg Hildebrandt

™ & © 1993–2009 Wizards of the Coast LLC 128/169

Suntouched Myr 3



Artifact Creature — Myr

Sunburst *(This enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.)*

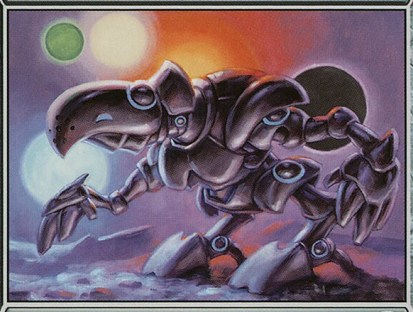
As the fifth sun joins the other four, new abilities awaken in the creatures of Mirrodin.

0/0

Greg Hildebrandt

™ & © 1993–2009 Wizards of the Coast LLC 128/169

Suntouched Myr 3



Artifact Creature — Myr

Sunburst *(This enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.)*

As the fifth sun joins the other four, new abilities awaken in the creatures of Mirrodin.

0/0

Greg Hildebrandt

™ & © 1993–2009 Wizards of the Coast LLC 128/169