
Knighted Myr
2
Artifact Creature — Myr Knight
2: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)
Whenever one or more +1/+1 counters are put on Knighted Myr, it gains double strike until end of turn.
"This one fights like a leonin!"
—Jor Kadeen
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