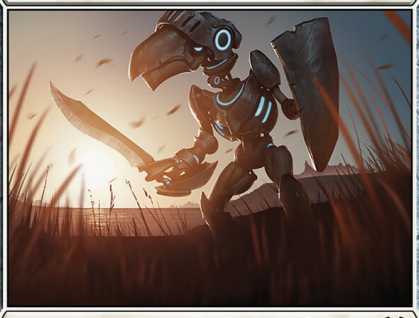
Knighted Myr



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

2/2

C 0036
CMM • EN Izzy

™ & © 2023 Wizards of the Coast

Knighted Myr

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

2/2

C 0036
CMM • EN Izzy

™ & © 2023 Wizards of the Coast

Knighted Myr

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

2/2

C 0036
CMM • EN Izzy

™ & © 2023 Wizards of the Coast

Knighted Myr

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

2/2

C 0036
CMM • EN Izzy

™ & © 2023 Wizards of the Coast