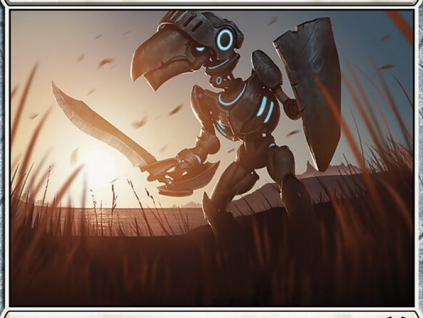
Knighted Myr {2}{W}



Artifact Creature — Myr Knight

{2}{W}: 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

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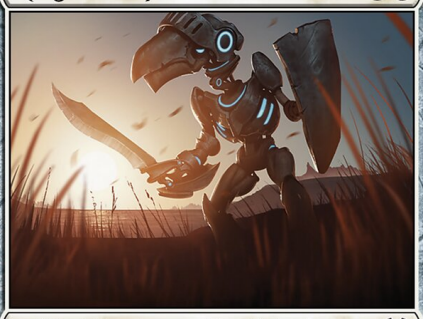
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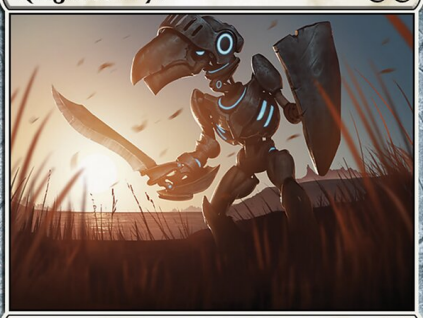
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