Myr Custodian 3



Artifact Creature — Myr

When Myr Custodian enters the battlefield, scry 2. Then each opponent may scry 1. *(To scry X, that player looks at the top X cards of their library, then put any number of them on the bottom and the rest on top in any order.)*

"Myr will go where the work is. We always have. We always will."
—Urtet, Remnant of Memnarch

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