
Sarcomite Myr
Artifact Creature — Myr
2: Sarcomite Myr gains flying until end of turn.
2, Sacrifice Sarcomite Myr: Draw a card.
"A horrible sight, yes, but the sounds . . . Its twanging tendons and grinding gears are almost musical."
—Brudiclad, Telchor engineer
Michael Bruinsma
2/1
TM & © 1993–2009 Wizards of the Coast LLC 13/169