Briarblade Adept



Creature — Elf Assassin

Whenever Briarblade Adept attacks, target creature an opponent controls gets -1/-1 until end of turn.

Encore 3 (3, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/4

111/361 C
CMR • EN Uriah Voth

™ & © 2020 Wizards of the Coast

Briarblade Adept

Creature — Elf Assassin

Whenever Briarblade Adept attacks, target creature an opponent controls gets -1/-1 until end of turn.

Encore 3 (3, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/4

111/361 C
CMR • EN Uriah Voth

™ & © 2020 Wizards of the Coast

Briarblade Adept

Creature — Elf Assassin

Whenever Briarblade Adept attacks, target creature an opponent controls gets -1/-1 until end of turn.

Encore 3 (3, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/4

111/361 C
CMR • EN Uriah Voth

™ & © 2020 Wizards of the Coast

Briarblade Adept

Creature — Elf Assassin

Whenever Briarblade Adept attacks, target creature an opponent controls gets -1/-1 until end of turn.

Encore 3 (3, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/4

111/361 C
CMR • EN Uriah Voth

™ & © 2020 Wizards of the Coast

Briarblade Adept

Creature — Elf Assassin

Whenever Briarblade Adept attacks, target creature an opponent controls gets -1/-1 until end of turn.

Encore 3 (3, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/4

111/361 C
CMR • EN Uriah Voth

™ & © 2020 Wizards of the Coast