Briarberry Cohort {1}{U}



Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}



Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}



Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}



Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301

Briarberry Cohort {1}{U}

Creature — Faerie Soldier

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

A clique can cause far more mischief than one faerie on its own.

Carl Critchlow

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 30/301