Silumgar Assassin 1 B



Creature — Human Assassin

Creatures with power greater than Silumgar Assassin's power can't block it.

Megamorph 2 B *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Silumgar Assassin is turned face up, destroy target creature with power 3 or less an opponent controls.

2/1

121/264 R
DTK ★ EN Yohann Schepacz
™ & © 2015 Wizards of the Coast

Silumgar Assassin 1 B



Creature — Human Assassin

Creatures with power greater than Silumgar Assassin's power can't block it.

Megamorph 2 B *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Silumgar Assassin is turned face up, destroy target creature with power 3 or less an opponent controls.

2/1

121/264 R
DTK ★ EN Yohann Schepacz
™ & © 2015 Wizards of the Coast

Silumgar Assassin 1 B



Creature — Human Assassin

Creatures with power greater than Silumgar Assassin's power can't block it.

Megamorph 2 B *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Silumgar Assassin is turned face up, destroy target creature with power 3 or less an opponent controls.

2/1

121/264 R
DTK ★ EN Yohann Schepacz
™ & © 2015 Wizards of the Coast

Silumgar Assassin 1 B



Creature — Human Assassin

Creatures with power greater than Silumgar Assassin's power can't block it.

Megamorph 2 B *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Silumgar Assassin is turned face up, destroy target creature with power 3 or less an opponent controls.

2/1

121/264 R
DTK ★ EN Yohann Schepacz
™ & © 2015 Wizards of the Coast

Silumgar Assassin 1 B



Creature — Human Assassin

Creatures with power greater than Silumgar Assassin's power can't block it.

Megamorph 2 B *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Silumgar Assassin is turned face up, destroy target creature with power 3 or less an opponent controls.

2/1

121/264 R
DTK ★ EN Yohann Schepacz
™ & © 2015 Wizards of the Coast

Silumgar Assassin 1 B



Creature — Human Assassin

Creatures with power greater than Silumgar Assassin's power can't block it.

Megamorph 2 B *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Silumgar Assassin is turned face up, destroy target creature with power 3 or less an opponent controls.

2/1

121/264 R
DTK ★ EN Yohann Schepacz
™ & © 2015 Wizards of the Coast

Silumgar Assassin 1 B



Creature — Human Assassin

Creatures with power greater than Silumgar Assassin's power can't block it.

Megamorph 2 B *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Silumgar Assassin is turned face up, destroy target creature with power 3 or less an opponent controls.

2/1

121/264 R
DTK ★ EN Yohann Schepacz
™ & © 2015 Wizards of the Coast

Silumgar Assassin 1 B



Creature — Human Assassin

Creatures with power greater than Silumgar Assassin's power can't block it.

Megamorph 2 B *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Silumgar Assassin is turned face up, destroy target creature with power 3 or less an opponent controls.

2/1

121/264 R
DTK ★ EN Yohann Schepacz
™ & © 2015 Wizards of the Coast

Silumgar Assassin 1 B



Creature — Human Assassin

Creatures with power greater than Silumgar Assassin's power can't block it.

Megamorph 2 B *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Silumgar Assassin is turned face up, destroy target creature with power 3 or less an opponent controls.

2/1

121/264 R
DTK ★ EN Yohann Schepacz
™ & © 2015 Wizards of the Coast