

Briarhorn

3



Creature — Elemental



Flash

When Briarhorn comes into play, target creature gets +3/+3 until end of turn.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

3/3

Nils Hamm

© 1993-2007 Wizards of the Coast, Inc. 199/301

Briarhorn

3



Creature — Elemental



Flash

When Briarhorn comes into play, target creature gets +3/+3 until end of turn.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

3/3

Nils Hamm

© 1993-2007 Wizards of the Coast, Inc. 199/301

Briarhorn

3



Creature — Elemental



Flash

When Briarhorn comes into play, target creature gets +3/+3 until end of turn.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

3/3

Nils Hamm

© 1993-2007 Wizards of the Coast, Inc. 199/301

Briarhorn

3



Creature — Elemental



Flash

When Briarhorn comes into play, target creature gets +3/+3 until end of turn.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

3/3

Nils Hamm

© 1993-2007 Wizards of the Coast, Inc. 199/301

Briarhorn

3



Creature — Elemental



Flash

When Briarhorn comes into play, target creature gets +3/+3 until end of turn.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

3/3

Nils Hamm

© 1993-2007 Wizards of the Coast, Inc. 199/301

Briarhorn

3



Creature — Elemental



Flash

When Briarhorn comes into play, target creature gets +3/+3 until end of turn.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

3/3

Nils Hamm

© 1993-2007 Wizards of the Coast, Inc. 199/301

Briarhorn

3



Creature — Elemental



Flash

When Briarhorn comes into play, target creature gets +3/+3 until end of turn.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

3/3

Nils Hamm

© 1993-2007 Wizards of the Coast, Inc. 199/301

Briarhorn

3



Creature — Elemental



Flash

When Briarhorn comes into play, target creature gets +3/+3 until end of turn.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

3/3

Nils Hamm

© 1993-2007 Wizards of the Coast, Inc. 199/301

Briarhorn

3



Creature — Elemental



Flash

When Briarhorn comes into play, target creature gets +3/+3 until end of turn.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

3/3

Nils Hamm

© 1993-2007 Wizards of the Coast, Inc. 199/301