Daybreak Charger {1}{W}



Creature — Unicorn

When Daybreak Charger enters the battlefield, target creature gets +2/+0 until end of turn.

It's often mistaken for the coming dawn as it gallops across the horizon.

3/1

172 C
J22 • EN
Forrest Imel
™ & © 2022 Wizards of the Coast

Daybreak Charger {1}{W}



Creature — Unicorn

When Daybreak Charger enters the battlefield, target creature gets +2/+0 until end of turn.

It's often mistaken for the coming dawn as it gallops across the horizon.

3/1

172 C
J22 • EN
Forrest Imel
™ & © 2022 Wizards of the Coast

Daybreak Charger {1}{W}



Creature — Unicorn

When Daybreak Charger enters the battlefield, target creature gets +2/+0 until end of turn.

It's often mistaken for the coming dawn as it gallops across the horizon.

3/1

172 C
J22 • EN
Forrest Imel
™ & © 2022 Wizards of the Coast

Daybreak Charger {1}{W}



Creature — Unicorn

When Daybreak Charger enters the battlefield, target creature gets +2/+0 until end of turn.

It's often mistaken for the coming dawn as it gallops across the horizon.

3/1

172 C
J22 • EN
Forrest Imel
™ & © 2022 Wizards of the Coast