Dead Before Sunrise



Instant

Until end of turn, outlaw creatures you control get +1/+0 and gain ": This creature deals damage equal to its power to target creature." *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Daniel's mistake wasn't just coming alone. It was believing his rival had done the same.

R 0026
OTC • EN Alix Branwyn

™ & © 2024 Wizards of the Coast

Dead Before Sunrise

Instant

Until end of turn, outlaw creatures you control get +1/+0 and gain "": This creature deals damage equal to its power to target creature." *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Daniel's mistake wasn't just coming alone. It was believing his rival had done the same.

R 0026
OTC • EN Alix Branwyn

™ & © 2024 Wizards of the Coast

Dead Before Sunrise

Instant

Until end of turn, outlaw creatures you control get +1/+0 and gain "": This creature deals damage equal to its power to target creature." *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Daniel's mistake wasn't just coming alone. It was believing his rival had done the same.

R 0026
OTC • EN Alix Branwyn

™ & © 2024 Wizards of the Coast

Dead Before Sunrise

Instant

Until end of turn, outlaw creatures you control get +1/+0 and gain "": This creature deals damage equal to its power to target creature." *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Daniel's mistake wasn't just coming alone. It was believing his rival had done the same.

R 0026
OTC • EN Alix Branwyn

™ & © 2024 Wizards of the Coast

Dead Before Sunrise

Instant

Until end of turn, outlaw creatures you control get +1/+0 and gain "": This creature deals damage equal to its power to target creature." *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Daniel's mistake wasn't just coming alone. It was believing his rival had done the same.

R 0026
OTC • EN Alix Branwyn

™ & © 2024 Wizards of the Coast

Dead Before Sunrise

Instant

Until end of turn, outlaw creatures you control get +1/+0 and gain "": This creature deals damage equal to its power to target creature." *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Daniel's mistake wasn't just coming alone. It was believing his rival had done the same.

R 0026
OTC • EN Alix Branwyn

™ & © 2024 Wizards of the Coast

Dead Before Sunrise

Instant

Until end of turn, outlaw creatures you control get +1/+0 and gain "": This creature deals damage equal to its power to target creature." *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Daniel's mistake wasn't just coming alone. It was believing his rival had done the same.

R 0026
OTC • EN Alix Branwyn

™ & © 2024 Wizards of the Coast

Dead Before Sunrise

Instant

Until end of turn, outlaw creatures you control get +1/+0 and gain "": This creature deals damage equal to its power to target creature." *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Daniel's mistake wasn't just coming alone. It was believing his rival had done the same.

R 0026
OTC • EN Alix Branwyn

™ & © 2024 Wizards of the Coast

Dead Before Sunrise

Instant

Until end of turn, outlaw creatures you control get +1/+0 and gain "": This creature deals damage equal to its power to target creature." *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

Daniel's mistake wasn't just coming alone. It was believing his rival had done the same.

R 0026
OTC • EN Alix Branwyn

™ & © 2024 Wizards of the Coast