Steadfast Unicorn



Creature — Unicorn

3 ✳: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn.

Only the good-hearted may set foot in a unicorn's domain.

1/2

044/361 C
CLB • EN
John Thacker

™ & © 2022 Wizards of the Coast

Steadfast Unicorn

Creature — Unicorn

3 ✳: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn.

Only the good-hearted may set foot in a unicorn's domain.

1/2

044/361 C
CLB • EN
John Thacker

™ & © 2022 Wizards of the Coast

Steadfast Unicorn

Creature — Unicorn

3 ✳: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn.

Only the good-hearted may set foot in a unicorn's domain.

1/2

044/361 C
CLB • EN
John Thacker

™ & © 2022 Wizards of the Coast

Steadfast Unicorn



Creature — Unicorn

3 ✳: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn.

Only the good-hearted may set foot in a unicorn's domain.

1/2

044/361 C
CLB • EN
John Thacker

™ & © 2022 Wizards of the Coast

Steadfast Unicorn

Creature — Unicorn

3 ✳: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn.

Only the good-hearted may set foot in a unicorn's domain.

1/2

044/361 C
CLB • EN
John Thacker

™ & © 2022 Wizards of the Coast

Steadfast Unicorn

Creature — Unicorn

3 ✳: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn.

Only the good-hearted may set foot in a unicorn's domain.

1/2

044/361 C
CLB • EN
John Thacker

™ & © 2022 Wizards of the Coast

Steadfast Unicorn



Creature — Unicorn

3 ✳: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn.

Only the good-hearted may set foot in a unicorn's domain.

1/2

044/361 C
CLB • EN
John Thacker

™ & © 2022 Wizards of the Coast

Steadfast Unicorn

Creature — Unicorn

3 ✳: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn.

Only the good-hearted may set foot in a unicorn's domain.

1/2

044/361 C
CLB • EN
John Thacker

™ & © 2022 Wizards of the Coast

Steadfast Unicorn

Creature — Unicorn

3 ✳: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn.

Only the good-hearted may set foot in a unicorn's domain.

1/2

044/361 C
CLB • EN
John Thacker

™ & © 2022 Wizards of the Coast