Daybreak Coronet



Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet



Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet



Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet



Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180

Daybreak Coronet

Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

Scott Hampton

™ & © 1993–2007 Wizards of the Coast, Inc. 21/180