Emberheart Challenger



Creature — Mouse Warrior

Haste

Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

Valiant — Whenever Emberheart Challenger becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.

2/2

R 0133
BLB • EN
Chris Rahn

™ & © 2024 Wizards of the Coast

Emberheart Challenger
Creature — Mouse Warrior
Haste
Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*
Valiant — Whenever Emberheart Challenger becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.
2/2
R 0133
BLB • EN
Chris Rahn
™ & © 2024 Wizards of the Coast

Emberheart Challenger
Creature — Mouse Warrior
Haste
Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*
Valiant — Whenever Emberheart Challenger becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.
2/2
R 0133
BLB • EN
Chris Rahn
™ & © 2024 Wizards of the Coast

Emberheart Challenger
Creature — Mouse Warrior
Haste
Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*
Valiant — Whenever Emberheart Challenger becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.
2/2
R 0133
BLB • EN
Chris Rahn
™ & © 2024 Wizards of the Coast

Emberheart Challenger
Creature — Mouse Warrior
Haste
Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*
Valiant — Whenever Emberheart Challenger becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.
2/2
R 0133
BLB • EN
Chris Rahn
™ & © 2024 Wizards of the Coast

Emberheart Challenger
Creature — Mouse Warrior
Haste
Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*
Valiant — Whenever Emberheart Challenger becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.
2/2
R 0133
BLB • EN
Chris Rahn
™ & © 2024 Wizards of the Coast

Emberheart Challenger
Creature — Mouse Warrior
Haste
Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*
Valiant — Whenever Emberheart Challenger becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.
2/2
R 0133
BLB • EN
Chris Rahn
™ & © 2024 Wizards of the Coast

Emberheart Challenger
Creature — Mouse Warrior
Haste
Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*
Valiant — Whenever Emberheart Challenger becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.
2/2
R 0133
BLB • EN
Chris Rahn
™ & © 2024 Wizards of the Coast

Emberheart Challenger
Creature — Mouse Warrior
Haste
Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*
Valiant — Whenever Emberheart Challenger becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.
2/2
R 0133
BLB • EN
Chris Rahn
™ & © 2024 Wizards of the Coast