Brave Meadowguard 1R



Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R



Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R



Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R



Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1

Brave Meadowguard 1R

Creature – Mouse Soldier A25

When Brave Meadowguard enters, conjure a card named Might of the Meek into your hand.
Valiant — Whenever Brave Meadowguard becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

Jakub Kasper

1/1