Emberheart Challenger 1R



Creature — Mouse Warrior

Prowess, haste

*Valiant* — Whenever this creature 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

P 0048 Secret Lair Prize
SLP • EN CHOGRIN

™ & © 2025 Wizards of the Coast

Emberheart Challenger 1R

Creature — Mouse Warrior

Prowess, haste

*Valiant* — Whenever this creature 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

P 0048 Secret Lair Prize
SLP • EN CHOGRIN

™ & © 2025 Wizards of the Coast

Emberheart Challenger 1R

Creature — Mouse Warrior

Prowess, haste

*Valiant* — Whenever this creature 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

P 0048 Secret Lair Prize
SLP • EN CHOGRIN

™ & © 2025 Wizards of the Coast

Emberheart Challenger 1R

Creature — Mouse Warrior

Prowess, haste

*Valiant* — Whenever this creature 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

P 0048 Secret Lair Prize
SLP • EN CHOGRIN

™ & © 2025 Wizards of the Coast

Emberheart Challenger 1R

Creature — Mouse Warrior

Prowess, haste

*Valiant* — Whenever this creature 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

P 0048 Secret Lair Prize
SLP • EN CHOGRIN

™ & © 2025 Wizards of the Coast

Emberheart Challenger 1R

Creature — Mouse Warrior

Prowess, haste

*Valiant* — Whenever this creature 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

P 0048 Secret Lair Prize
SLP • EN CHOGRIN

™ & © 2025 Wizards of the Coast

Emberheart Challenger 1R

Creature — Mouse Warrior

Prowess, haste

*Valiant* — Whenever this creature 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

P 0048 Secret Lair Prize
SLP • EN CHOGRIN

™ & © 2025 Wizards of the Coast

Emberheart Challenger 1R

Creature — Mouse Warrior

Prowess, haste

*Valiant* — Whenever this creature 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

P 0048 Secret Lair Prize
SLP • EN CHOGRIN

™ & © 2025 Wizards of the Coast

Emberheart Challenger 1R

Creature — Mouse Warrior

Prowess, haste

*Valiant* — Whenever this creature 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

P 0048 Secret Lair Prize
SLP • EN CHOGRIN

™ & © 2025 Wizards of the Coast