

Rampart Hunter

3



Creature — Horror



Deathtouch

When this creature enters, target creature gets +2/+2 and gains deathtouch until end of turn.

The Eradia surrounding Hexhaven is rife with mage hunters drawn to the powerful magic emanating from the school's tower.

3/3

C 0060
FRA • EN • NÉSTOR OSSANDÓN LEAL

™ & © 2026 Wizards of the Coast

Rampart Hunter

3



Creature — Horror



Deathtouch

When this creature enters, target creature gets +2/+2 and gains deathtouch until end of turn.

The Eradia surrounding Hexhaven is rife with mage hunters drawn to the powerful magic emanating from the school's tower.

3/3

C 0060
FRA • EN • NÉSTOR OSSANDÓN LEAL

™ & © 2026 Wizards of the Coast

Rampart Hunter

3



Creature — Horror



Deathtouch

When this creature enters, target creature gets +2/+2 and gains deathtouch until end of turn.

The Eradia surrounding Hexhaven is rife with mage hunters drawn to the powerful magic emanating from the school's tower.

3/3

C 0060
FRA • EN • NÉSTOR OSSANDÓN LEAL

™ & © 2026 Wizards of the Coast

Rampart Hunter

3



Creature — Horror



Deathtouch

When this creature enters, target creature gets +2/+2 and gains deathtouch until end of turn.

The Eradia surrounding Hexhaven is rife with mage hunters drawn to the powerful magic emanating from the school's tower.

3/3

C 0060
FRA • EN • NÉSTOR OSSANDÓN LEAL

™ & © 2026 Wizards of the Coast