Rampart Hunter



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
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
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
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
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
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
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
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
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