

Heartfire Hero



Creature — Mouse Soldier



Valiant — Whenever Heartfire Hero becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When Heartfire Hero dies, it deals damage equal to its power to each opponent.

1/1

Bark-Knuckle Boxer

1 



Creature — Raccoon Berserker



Whenever you expend 4, Bark-Knuckle Boxer gains indestructible until end of turn. (*You expend 4 as you spend your fourth total mana to cast spells during a turn.*)

*May your bark be worse than your bite.
—Raccoonfolk war blessing*

3/2

Harnesser of Storms

2 2



Creature — Otter Wizard



Whenever you cast a noncreature or Otter spell, you may exile the top card of your library. Until end of turn, you may play that card. This ability triggers only once each turn.

She feeds and powers her entire village.

1/4

For the Common Good



Sorcery



Create X tokens that are copies of target token you control. Then tokens you control gain indestructible until your next turn. You gain 1 life for each token you control.

Despite their differences, every creature and culture of Valley stood in unison against the threat.


Cache Grab

1 



Instant



Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. *(To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "2, , Sacrifice this artifact: You gain 3 life.")*

Frilled Sparkshooter

3 2



Creature — Lizard Archer



Menace, reach

Frilled Sparkshooter enters with a +1/+1 counter on it if an opponent lost life this turn.

Its frills keep it steady, making its aim impeccable.

3/3

Curious Forager

2 



Creature — Squirrel Druid



When Curious Forager enters, you may forage. When you do, return target permanent card from your graveyard to your hand. *(To forage, exile three cards from your graveyard or sacrifice a Food.)*

The bones of Calamity Beasts are sometimes buried in caches where their power can grow quietly.

3/2