

1

SPARKMITE

E

2

1

FERAL

2

COALHOUND

E

3

2

BONDED +2/+0

2

ASHVIPER

E

2

2

VENOM

3

FLAMEHERALD

E

2

3

When played, your next Aetherkin this turn costs 1 less.

4

MAGMAFIST

E

5

3

*FERAL
OVERRUN*

4

CINDERPRIEST

E

2

5

When played, heal your Warden for 3.

5

BLAZESTAG

E

5

5

+2 /+0 when attacking or blocking an enemy Verdant Aetherkin.

6

EMBERTITAN

E

6

6

Costs 1 less to play for every other Ember Aetherkin you control.

8

INFERNUS

E

8

7

*FERAL
OVERRUN*
When played, deal 3 damage to each enemy Aetherkin.