

1

EMBER BOLT

E

3E

Deal 2 damage to any enemy target. If you have 3 or more Devoted Ember, deal 4 damage instead.

1

KINDLE

E

Your Aetherkin gain +1/+0 this turn. Draw 1 if you control 3 or more Aetherkin.

2

FORGE-SPARK

E

**SWIFT**  
Deal 3 damage to target enemy Aetherkin.

2

MOLTEN SURGE

E

Target Aetherkin gets +2/+0 and **FERAL** until end of turn.

3

ASHFALL

E

Deal 1 damage to all Aetherkin in play except your Ember Aetherkin.

4

REFORGE

E

Return a Felled Ember Aetherkin to your hand.

4

PYRE RITE

E

Fell one of your Aetherkin; deal damage equal to it's Attack to the enemy Warden.

6

CATAclysm

E

Deal 6 damage to each enemy Aetherkin. Draw 1 card if this Fells 2 or more.