

Rebellion of the Flamekin

3



Tribal Enchantment — Elemental



Whenever you clash, you may pay 1. If you do, put a 3/1 red Elemental Shaman creature token into play. If you won, that token gains haste until end of turn. *(This ability triggers after the clash ends.)*

— Dan Dos Santos

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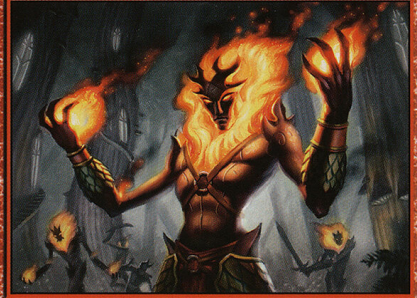
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