

Wild Aesthir

2 *



Summon Aesthir



Flying, first strike

***: +2/+0 until end of turn. You cannot spend more than ** in this way each turn.

"High in the Karplusans, death is swift and razor-clawed."

—Arna Kennerüd, Skycaptain

Illus. Greg Simanson

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1/1