Soulbright Flamekin 1



Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1



Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1



Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1



Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add ❷❷❷❷❷❷❷❷ to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

Kev Walker

2/1

™ & © 1993–2007 Wizards of the Coast, Inc. 100/301