
Smelt-Ward Ignus
1
Creature — Elemental
2, Sacrifice Smelt-Ward Ignus: Gain control of target creature with power 3 or less until end of turn. Untap that creature. It gains haste until end of turn. Activate this ability only any time you could cast a sorcery.
"Come in, yes? Is warm!"
2/1
116/259 U
RNA • EN Jehan Choo
™ & © 2019 Wizards of the Coast