Hammer Helper



Sorcery

Gain control of target creature until end of turn. Untap that creature and roll a six-sided die. Until end of turn, it gains haste and gets +X/+0, where X is the result.

"Need a hammer? Gotta get your fix? I know a guy."

085/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast