Glarewielder 4 R



Creature — Elemental Shaman

Haste

When Glarewielder comes into play, up to two target creatures can't block this turn.

Evoke 1 R *(You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)*

3/1

Nils Hamm

™ & © 1993–2007 Wizards of the Coast, Inc. 171/301