Hammerhand



Enchantment — Aura

Enchant creature

When Hammerhand enters the battlefield, target creature can't block this turn.

Enchanted creature gets +1/+1 and has haste.

132/249 C
IMA • EN
™ & © 2017 Wizards of the Coast
Tomasz Jedruszek

Hammerhand

Enchantment — Aura

Enchant creature

When Hammerhand enters the battlefield, target creature can't block this turn.

Enchanted creature gets +1/+1 and has haste.

132/249 C
IMA • EN
™ & © 2017 Wizards of the Coast
Tomasz Jedruszek

Hammerhand

Enchantment — Aura

Enchant creature

When Hammerhand enters the battlefield, target creature can't block this turn.

Enchanted creature gets +1/+1 and has haste.

132/249 C
IMA • EN
™ & © 2017 Wizards of the Coast
Tomasz Jedruszek

Hammerhand



Enchantment — Aura

Enchant creature

When Hammerhand enters the battlefield, target creature can't block this turn.

Enchanted creature gets +1/+1 and has haste.

132/249 C
IMA • EN
™ & © 2017 Wizards of the Coast
Tomasz Jedruszek

Hammerhand

Enchantment — Aura

Enchant creature

When Hammerhand enters the battlefield, target creature can't block this turn.

Enchanted creature gets +1/+1 and has haste.

132/249 C
IMA • EN
™ & © 2017 Wizards of the Coast
Tomasz Jedruszek

Hammerhand

Enchantment — Aura

Enchant creature

When Hammerhand enters the battlefield, target creature can't block this turn.

Enchanted creature gets +1/+1 and has haste.

132/249 C
IMA • EN
™ & © 2017 Wizards of the Coast
Tomasz Jedruszek

Hammerhand



Enchantment — Aura

Enchant creature

When Hammerhand enters the battlefield, target creature can't block this turn.

Enchanted creature gets +1/+1 and has haste.

132/249 C
IMA • EN
™ & © 2017 Wizards of the Coast
Tomasz Jedruszek

Hammerhand

Enchantment — Aura

Enchant creature

When Hammerhand enters the battlefield, target creature can't block this turn.

Enchanted creature gets +1/+1 and has haste.

132/249 C
IMA • EN
™ & © 2017 Wizards of the Coast
Tomasz Jedruszek

Hammerhand

Enchantment — Aura

Enchant creature

When Hammerhand enters the battlefield, target creature can't block this turn.

Enchanted creature gets +1/+1 and has haste.

132/249 C
IMA • EN
™ & © 2017 Wizards of the Coast
Tomasz Jedruszek