



Card name : Inner-Flame Acolyte

Mana Cost : 1

Types : Creature - Elemental Shaman

Card Text : When Inner-Flame Acolyte comes into play, target creature gets +2/+0 and gains haste until end of turn.

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

P/T : 2 / 2

Expansion : [Lorwyn](#)

Rarity : Common