Time Out 4 🔵



Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵



Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵



Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵



Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast

Time Out 4 🔵

Instant

Roll a six-sided die. Put target nonland permanent into its owner's library just beneath the top X cards of that library, where X is the result.

Anyone other than a goblin would've gotten only a hand caught in the cookie jar.

048/216 C
UST • EN Dave Allsop

™ & © 2017 Wizards of the Coast