Gobsmacked



Enchantment — Aura

Enchant nonland permanent

As Gobsmacked enters the battlefield, choose a person outside the game.

As long as you can see the chosen person from your seat, enchanted permanent can't attack or block, and its activated abilities can't be activated.

You haven't seen it until you see it in 6-D.

011/244 C
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Gobsmacked

Enchantment — Aura

Enchant nonland permanent

As Gobsmacked enters the battlefield, choose a person outside the game.

As long as you can see the chosen person from your seat, enchanted permanent can't attack or block, and its activated abilities can't be activated.

You haven't seen it until you see it in 6-D.

011/244 C
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Gobsmacked

Enchantment — Aura

Enchant nonland permanent

As Gobsmacked enters the battlefield, choose a person outside the game.

As long as you can see the chosen person from your seat, enchanted permanent can't attack or block, and its activated abilities can't be activated.

You haven't seen it until you see it in 6-D.

011/244 C
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Gobsmacked

Enchantment — Aura

Enchant nonland permanent

As Gobsmacked enters the battlefield, choose a person outside the game.

As long as you can see the chosen person from your seat, enchanted permanent can't attack or block, and its activated abilities can't be activated.

You haven't seen it until you see it in 6-D.

011/244 C
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Gobsmacked

Enchantment — Aura

Enchant nonland permanent

As Gobsmacked enters the battlefield, choose a person outside the game.

As long as you can see the chosen person from your seat, enchanted permanent can't attack or block, and its activated abilities can't be activated.

You haven't seen it until you see it in 6-D.

011/244 C
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Gobsmacked

Enchantment — Aura

Enchant nonland permanent

As Gobsmacked enters the battlefield, choose a person outside the game.

As long as you can see the chosen person from your seat, enchanted permanent can't attack or block, and its activated abilities can't be activated.

You haven't seen it until you see it in 6-D.

011/244 C
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Gobsmacked

Enchantment — Aura

Enchant nonland permanent

As Gobsmacked enters the battlefield, choose a person outside the game.

As long as you can see the chosen person from your seat, enchanted permanent can't attack or block, and its activated abilities can't be activated.

You haven't seen it until you see it in 6-D.

011/244 C
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Gobsmacked

Enchantment — Aura

Enchant nonland permanent

As Gobsmacked enters the battlefield, choose a person outside the game.

As long as you can see the chosen person from your seat, enchanted permanent can't attack or block, and its activated abilities can't be activated.

You haven't seen it until you see it in 6-D.

011/244 C
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast

Gobsmacked

Enchantment — Aura

Enchant nonland permanent

As Gobsmacked enters the battlefield, choose a person outside the game.

As long as you can see the chosen person from your seat, enchanted permanent can't attack or block, and its activated abilities can't be activated.

You haven't seen it until you see it in 6-D.

011/244 C
UNF • EN Marco Bucci

™ & © 2022 Wizards of the Coast