Hammer Jammer

3



Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer

3



Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer

3



Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer

3



Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast

Hammer Jammer 3

Creature — Goblin Warrior

As Hammer Jammer enters the battlefield, roll a six-sided die. Hammer Jammer enters the battlefield with a number of +1/+1 counters on it equal to the result.

Whenever you roll a die, remove all +1/+1 counters from Hammer Jammer, then put a number of +1/+1 counters on it equal to the result.

0/0

086/216 U
UST • EN Wayne Reynolds

™ & © 2017 Wizards of the Coast