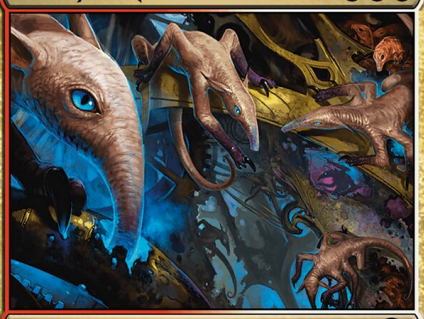
Scurry of Gremlins



Enchantment

When Scurry of Gremlins enters the battlefield, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} *(energy counters)* equal to the number of creatures you control.

Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn.

A whiff of aether brings the horde out of hiding.

U 0203
MH3 • EN
Ben Wootten

™ & © 2024 Wizards of the Coast

Scurry of Gremlins

Enchantment

When Scurry of Gremlins enters the battlefield, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} *(energy counters)* equal to the number of creatures you control.

Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn.

A whiff of aether brings the horde out of hiding.

U 0203
MH3 • EN
Ben Wootten

™ & © 2024 Wizards of the Coast

Scurry of Gremlins

Enchantment

When Scurry of Gremlins enters the battlefield, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} *(energy counters)* equal to the number of creatures you control.

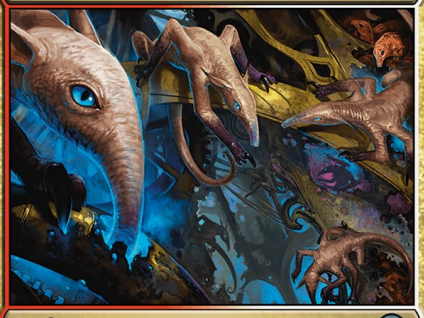
Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn.

A whiff of aether brings the horde out of hiding.

U 0203
MH3 • EN
Ben Wootten

™ & © 2024 Wizards of the Coast

Scurry of Gremlins



Enchantment

When Scurry of Gremlins enters the battlefield, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} *(energy counters)* equal to the number of creatures you control.

Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn.

A whiff of aether brings the horde out of hiding.

U 0203
MH3 • EN
Ben Wootten

™ & © 2024 Wizards of the Coast

Scurry of Gremlins

Enchantment

When Scurry of Gremlins enters the battlefield, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} *(energy counters)* equal to the number of creatures you control.

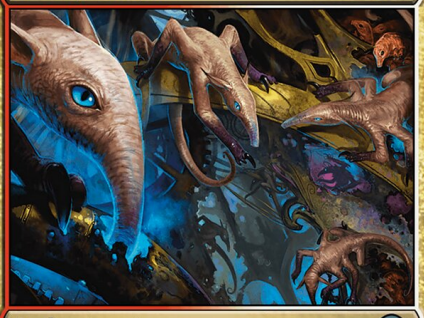
Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn.

A whiff of aether brings the horde out of hiding.

U 0203
MH3 • EN
Ben Wootten

™ & © 2024 Wizards of the Coast

Scurry of Gremlins



Enchantment

When Scurry of Gremlins enters the battlefield, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} *(energy counters)* equal to the number of creatures you control.

Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn.

A whiff of aether brings the horde out of hiding.

U 0203
MH3 • EN
Ben Wootten

™ & © 2024 Wizards of the Coast

Scurry of Gremlins

Enchantment

When Scurry of Gremlins enters the battlefield, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} *(energy counters)* equal to the number of creatures you control.

Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn.

A whiff of aether brings the horde out of hiding.

U 0203
MH3 • EN
Ben Wootten

™ & © 2024 Wizards of the Coast

Scurry of Gremlins

Enchantment

When Scurry of Gremlins enters the battlefield, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} *(energy counters)* equal to the number of creatures you control.

Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn.

A whiff of aether brings the horde out of hiding.

U 0203
MH3 • EN
Ben Wootten

™ & © 2024 Wizards of the Coast