Thriving Grubs {1}{R}



Creature — Gremlin

When Thriving Grubs enters the battlefield, you get {E}{E} *(two energy counters)*.

Whenever Thriving Grubs attacks, you may pay {E}{E}. If you do, put a +1/+1 counter on it.

Some passengers ride without tickets.

2/1

138/264 C
KLD • EN Steve Prescott
™ & © 2016 Wizards of the Coast

Thriving Grubs {1}{R}

Creature — Gremlin

When Thriving Grubs enters the battlefield, you get {E}{E} *(two energy counters)*.

Whenever Thriving Grubs attacks, you may pay {E}{E}. If you do, put a +1/+1 counter on it.

Some passengers ride without tickets.

2/1

138/264 C
KLD • EN Steve Prescott
™ & © 2016 Wizards of the Coast

Thriving Grubs {1}{R}

Creature — Gremlin

When Thriving Grubs enters the battlefield, you get {E}{E} *(two energy counters)*.

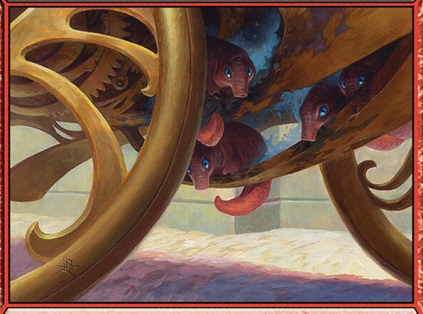
Whenever Thriving Grubs attacks, you may pay {E}{E}. If you do, put a +1/+1 counter on it.

Some passengers ride without tickets.

2/1

138/264 C
KLD • EN Steve Prescott
™ & © 2016 Wizards of the Coast

Thriving Grubs {1}{R}



Creature — Gremlin

When Thriving Grubs enters the battlefield, you get {E}{E} *(two energy counters)*.

Whenever Thriving Grubs attacks, you may pay {E}{E}. If you do, put a +1/+1 counter on it.

Some passengers ride without tickets.

2/1

138/264 C
KLD • EN Steve Prescott
™ & © 2016 Wizards of the Coast

Thriving Grubs {1}{R}

Creature — Gremlin

When Thriving Grubs enters the battlefield, you get {E}{E} *(two energy counters)*.

Whenever Thriving Grubs attacks, you may pay {E}{E}. If you do, put a +1/+1 counter on it.

Some passengers ride without tickets.

2/1

138/264 C
KLD • EN Steve Prescott
™ & © 2016 Wizards of the Coast

Thriving Grubs {1}{R}

Creature — Gremlin

When Thriving Grubs enters the battlefield, you get {E}{E} *(two energy counters)*.

Whenever Thriving Grubs attacks, you may pay {E}{E}. If you do, put a +1/+1 counter on it.

Some passengers ride without tickets.

2/1

138/264 C
KLD • EN Steve Prescott
™ & © 2016 Wizards of the Coast

Thriving Grubs {1}{R}



Creature — Gremlin

When Thriving Grubs enters the battlefield, you get {E}{E} *(two energy counters)*.

Whenever Thriving Grubs attacks, you may pay {E}{E}. If you do, put a +1/+1 counter on it.

Some passengers ride without tickets.

2/1

138/264 C
KLD • EN Steve Prescott
™ & © 2016 Wizards of the Coast

Thriving Grubs {1}{R}

Creature — Gremlin

When Thriving Grubs enters the battlefield, you get {E}{E} *(two energy counters)*.

Whenever Thriving Grubs attacks, you may pay {E}{E}. If you do, put a +1/+1 counter on it.

Some passengers ride without tickets.

2/1

138/264 C
KLD • EN Steve Prescott
™ & © 2016 Wizards of the Coast

Thriving Grubs {1}{R}

Creature — Gremlin

When Thriving Grubs enters the battlefield, you get {E}{E} *(two energy counters)*.

Whenever Thriving Grubs attacks, you may pay {E}{E}. If you do, put a +1/+1 counter on it.

Some passengers ride without tickets.

2/1

138/264 C
KLD • EN Steve Prescott
™ & © 2016 Wizards of the Coast