Shrewd Hatchling



Creature — Elemental

Shrewd Hatchling comes into play with four -1/-1 counters on it.

: Target creature can't block Shrewd Hatchling this turn.

Whenever you play a blue spell, remove a -1/-1 counter from Shrewd Hatchling.

Whenever you play a red spell, remove a -1/-1 counter from Shrewd Hatchling.

6/6

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 112/180

Shrewd Hatchling

Creature — Elemental

Shrewd Hatchling comes into play with four -1/-1 counters on it.

: Target creature can't block Shrewd Hatchling this turn.

Whenever you play a blue spell, remove a -1/-1 counter from Shrewd Hatchling.

Whenever you play a red spell, remove a -1/-1 counter from Shrewd Hatchling.

6/6

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 112/180

Shrewd Hatchling

Creature — Elemental

Shrewd Hatchling comes into play with four -1/-1 counters on it.

: Target creature can't block Shrewd Hatchling this turn.

Whenever you play a blue spell, remove a -1/-1 counter from Shrewd Hatchling.

Whenever you play a red spell, remove a -1/-1 counter from Shrewd Hatchling.

6/6

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 112/180

Shrewd Hatchling



Creature — Elemental

Shrewd Hatchling comes into play with four -1/-1 counters on it.

: Target creature can't block Shrewd Hatchling this turn.

Whenever you play a blue spell, remove a -1/-1 counter from Shrewd Hatchling.

Whenever you play a red spell, remove a -1/-1 counter from Shrewd Hatchling.

6/6

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 112/180

Shrewd Hatchling

Creature — Elemental

Shrewd Hatchling comes into play with four -1/-1 counters on it.

: Target creature can't block Shrewd Hatchling this turn.

Whenever you play a blue spell, remove a -1/-1 counter from Shrewd Hatchling.

Whenever you play a red spell, remove a -1/-1 counter from Shrewd Hatchling.

6/6

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 112/180

Shrewd Hatchling

Creature — Elemental

Shrewd Hatchling comes into play with four -1/-1 counters on it.

: Target creature can't block Shrewd Hatchling this turn.

Whenever you play a blue spell, remove a -1/-1 counter from Shrewd Hatchling.

Whenever you play a red spell, remove a -1/-1 counter from Shrewd Hatchling.

6/6

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 112/180

Shrewd Hatchling



Creature — Elemental

Shrewd Hatchling comes into play with four -1/-1 counters on it.

: Target creature can't block Shrewd Hatchling this turn.

Whenever you play a blue spell, remove a -1/-1 counter from Shrewd Hatchling.

Whenever you play a red spell, remove a -1/-1 counter from Shrewd Hatchling.

6/6

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 112/180

Shrewd Hatchling

Creature — Elemental

Shrewd Hatchling comes into play with four -1/-1 counters on it.

: Target creature can't block Shrewd Hatchling this turn.

Whenever you play a blue spell, remove a -1/-1 counter from Shrewd Hatchling.

Whenever you play a red spell, remove a -1/-1 counter from Shrewd Hatchling.

6/6

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 112/180

Shrewd Hatchling

Creature — Elemental

Shrewd Hatchling comes into play with four -1/-1 counters on it.

: Target creature can't block Shrewd Hatchling this turn.

Whenever you play a blue spell, remove a -1/-1 counter from Shrewd Hatchling.

Whenever you play a red spell, remove a -1/-1 counter from Shrewd Hatchling.

6/6

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 112/180