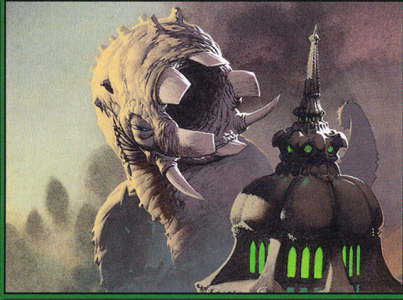


Roar of the Wurm



Sorcery



Put a 6/6 green Wurm creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

—Kev Walker

TM & © 1993–2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm



Sorcery



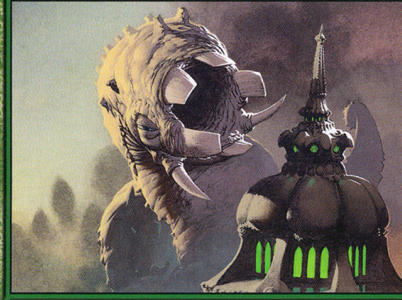
Put a 6/6 green Wurm creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

—Kev Walker

TM & © 1993–2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm



Sorcery



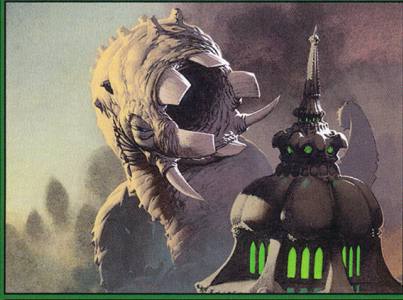
Put a 6/6 green Wurm creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

—Kev Walker

TM & © 1993–2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm



Sorcery



Put a 6/6 green Wurm creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

—Kev Walker

TM & © 1993–2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm



Sorcery



Put a 6/6 green Wurm creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

—Kev Walker

TM & © 1993–2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm



Sorcery



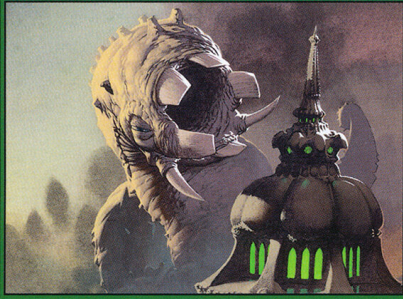
Put a 6/6 green Wurm creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

—Kev Walker

TM & © 1993–2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm



Sorcery



Put a 6/6 green Wurm creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

—Kev Walker

TM & © 1993–2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm



Sorcery



Put a 6/6 green Wurm creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

—Kev Walker

TM & © 1993–2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm



Sorcery



Put a 6/6 green Wurm creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

—Kev Walker

TM & © 1993–2003 Wizards of the Coast, Inc. 266/350