Bog Wraith 3



Creature — Wraith

Swampwalk *(This creature is unblockable as long as defending player controls a Swamp.)*

The bodies of its victims are the only tracks it leaves.

Ted Naifeh

3/3

™ & © 1993-2005 Wizards of the Coast, Inc. 117/350

Bog Wraith 3

Creature — Wraith

Swampwalk *(This creature is unblockable as long as defending player controls a Swamp.)*

The bodies of its victims are the only tracks it leaves.

Ted Naifeh

3/3

™ & © 1993-2005 Wizards of the Coast, Inc. 117/350

Bog Wraith 3

Creature — Wraith

Swampwalk *(This creature is unblockable as long as defending player controls a Swamp.)*

The bodies of its victims are the only tracks it leaves.

Ted Naifeh

3/3

™ & © 1993-2005 Wizards of the Coast, Inc. 117/350

Bog Wraith 3

Creature — Wraith

Swampwalk *(This creature is unblockable as long as defending player controls a Swamp.)*

The bodies of its victims are the only tracks it leaves.

Ted Naifeh

3/3

™ & © 1993-2005 Wizards of the Coast, Inc. 117/350

Bog Wraith 3

Creature — Wraith

Swampwalk *(This creature is unblockable as long as defending player controls a Swamp.)*

The bodies of its victims are the only tracks it leaves.

Ted Naifeh

3/3

™ & © 1993-2005 Wizards of the Coast, Inc. 117/350

Bog Wraith 3

Creature — Wraith

Swampwalk *(This creature is unblockable as long as defending player controls a Swamp.)*

The bodies of its victims are the only tracks it leaves.

Ted Naifeh

3/3

™ & © 1993-2005 Wizards of the Coast, Inc. 117/350

Bog Wraith 3

Creature — Wraith

Swampwalk *(This creature is unblockable as long as defending player controls a Swamp.)*

The bodies of its victims are the only tracks it leaves.

Ted Naifeh

3/3

™ & © 1993-2005 Wizards of the Coast, Inc. 117/350

Bog Wraith 3

Creature — Wraith

Swampwalk *(This creature is unblockable as long as defending player controls a Swamp.)*

The bodies of its victims are the only tracks it leaves.

Ted Naifeh

3/3

™ & © 1993-2005 Wizards of the Coast, Inc. 117/350

Bog Wraith 3

Creature — Wraith

Swampwalk *(This creature is unblockable as long as defending player controls a Swamp.)*

The bodies of its victims are the only tracks it leaves.

Ted Naifeh

3/3

™ & © 1993-2005 Wizards of the Coast, Inc. 117/350