

Johtull Wurm 5



Summon Wurm

For each blocking creature assigned to Johtull Wurm beyond the first, Johtull Wurm gets -2/-1 until end of turn.

*"To bring her down we must be on all sides at once—leave one avenue open and we'll all be dead."*

—Taaveti of Kelsinko, Elvish Hunter

Illus. Daniel Gelon 6/6

© 1995 Wizards of the Coast, Inc. All rights reserved.

Johtull Wurm 5



Summon Wurm

For each blocking creature assigned to Johtull Wurm beyond the first, Johtull Wurm gets -2/-1 until end of turn.

*"To bring her down we must be on all sides at once—leave one avenue open and we'll all be dead."*

—Taaveti of Kelsinko, Elvish Hunter

Illus. Daniel Gelon 6/6

© 1995 Wizards of the Coast, Inc. All rights reserved.

Johtull Wurm 5



Summon Wurm

For each blocking creature assigned to Johtull Wurm beyond the first, Johtull Wurm gets -2/-1 until end of turn.

*"To bring her down we must be on all sides at once—leave one avenue open and we'll all be dead."*

—Taaveti of Kelsinko, Elvish Hunter

Illus. Daniel Gelon 6/6

© 1995 Wizards of the Coast, Inc. All rights reserved.

Johtull Wurm 5



Summon Wurm

For each blocking creature assigned to Johtull Wurm beyond the first, Johtull Wurm gets -2/-1 until end of turn.

*"To bring her down we must be on all sides at once—leave one avenue open and we'll all be dead."*

—Taaveti of Kelsinko, Elvish Hunter

Illus. Daniel Gelon 6/6

© 1995 Wizards of the Coast, Inc. All rights reserved.