

Johtull Worm

5



Summon Worm

For each blocking creature assigned to Johtull Worm beyond the first, Johtull Worm 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

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

6/6

Johtull Worm

5



Summon Worm

For each blocking creature assigned to Johtull Worm beyond the first, Johtull Worm 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

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

6/6

Johtull Worm

5



Summon Worm

For each blocking creature assigned to Johtull Worm beyond the first, Johtull Worm 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

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

6/6

Johtull Worm

5



Summon Worm

For each blocking creature assigned to Johtull Worm beyond the first, Johtull Worm 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

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

6/6

Johtull Worm

5



Summon Worm

For each blocking creature assigned to Johtull Worm beyond the first, Johtull Worm 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

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

6/6

Johtull Worm

5



Summon Worm

For each blocking creature assigned to Johtull Worm beyond the first, Johtull Worm 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

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

6/6

Johtull Worm

5



Summon Worm

For each blocking creature assigned to Johtull Worm beyond the first, Johtull Worm 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

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

6/6

Johtull Worm

5



Summon Worm

For each blocking creature assigned to Johtull Worm beyond the first, Johtull Worm 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

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

6/6

Johtull Worm

5



Summon Worm

For each blocking creature assigned to Johtull Worm beyond the first, Johtull Worm 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

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

6/6