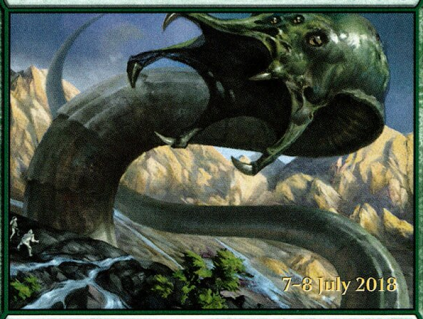
Pelakka Wurm {4}{G}{G}{G}{G}



Creature — Wurm

Trample

When Pelakka Wurm enters the battlefield, you gain 7 life.

When Pelakka Wurm dies, draw a card.

It eats what it wants to eat—which is anything that moves.

7/7

192/280 R
M19 ★ EN Daniel Ljunggren

™ & © 2018 Wizards of the Coast