Dirtwater Wraith 3



Summon Wraith

Swampwalk *(If defending player controls any swamps, this creature is unblockable.)*

: +1/+0 until end of turn.

"The foul entities of the Uuserk swamp had never before dared to spread their influence to the very heart of Zhalfir."
—Hakim, Loreweaver

Illus. Steve Luke
©1996 Wizards of the Coast, Inc. All rights reserved.
1/3

Dirtwater Wraith 3

Summon Wraith

Swampwalk *(If defending player controls any swamps, this creature is unblockable.)*

: +1/+0 until end of turn.

"The foul entities of the Uuserk swamp had never before dared to spread their influence to the very heart of Zhalfir."
—Hakim, Loreweaver

Illus. Steve Luke
©1996 Wizards of the Coast, Inc. All rights reserved.
1/3

Dirtwater Wraith 3

Summon Wraith

Swampwalk *(If defending player controls any swamps, this creature is unblockable.)*

: +1/+0 until end of turn.

"The foul entities of the Uuserk swamp had never before dared to spread their influence to the very heart of Zhalfir."
—Hakim, Loreweaver

Illus. Steve Luke
©1996 Wizards of the Coast, Inc. All rights reserved.
1/3

Dirtwater Wraith 3

Summon Wraith

Swampwalk *(If defending player controls any swamps, this creature is unblockable.)*

: +1/+0 until end of turn.

"The foul entities of the Uuserk swamp had never before dared to spread their influence to the very heart of Zhalfir."
—Hakim, Loreweaver

Illus. Steve Luke
©1996 Wizards of the Coast, Inc. All rights reserved.
1/3