Symbiotic Wurm 5



Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5



Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5



Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5



Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7

Symbiotic Wurm 5

Creature — Wurm

When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

The insects keep the wurm's hide free from parasites. In return, the wurm doesn't eat the insects.

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 289/350

7/7