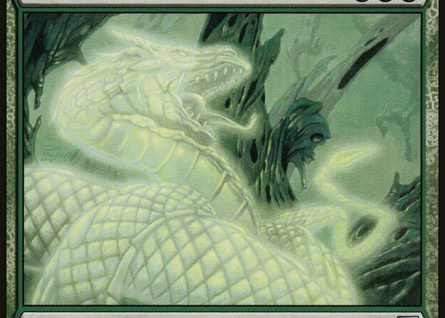
Phantom Wurm 4🌳🌳



Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

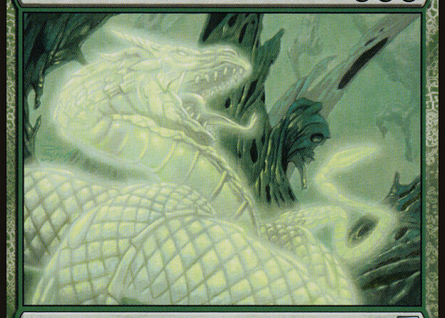
It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳



Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

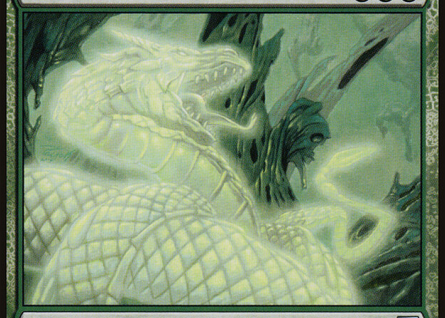
It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳



Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

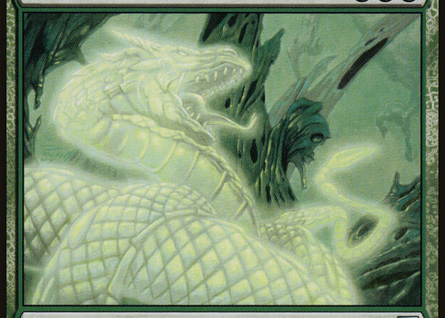
It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳



Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301

Phantom Wurm 4🌳🌳

Creature — Wurm Spirit

Phantom Wurm comes into play with four +1/+1 counters on it.

If damage would be dealt to Phantom Wurm, prevent that damage. Remove a +1/+1 counter from Phantom Wurm.

It died with the forest, yet both linger on in twisted form.

Alart Pollack

2/0

™ & © 1993-2006 Wizards of the Coast, Inc. 211/301