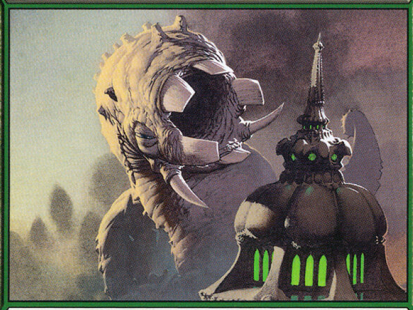
Roar of the Wurm 6



Sorcery

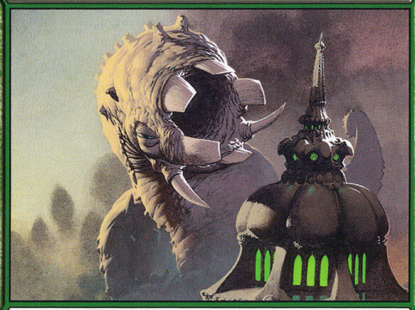
Put a 6/6 green Wurm creature token into play.

Flashback 3 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Kev Walker

™ & © 1993-2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm 6



Sorcery

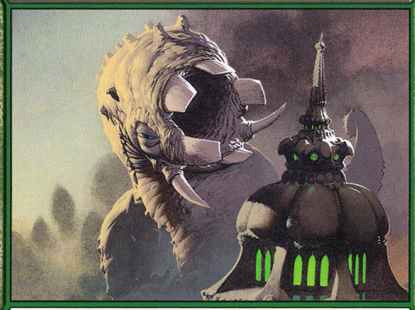
Put a 6/6 green Wurm creature token into play.

Flashback 3 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Kev Walker

™ & © 1993-2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm 6



Sorcery

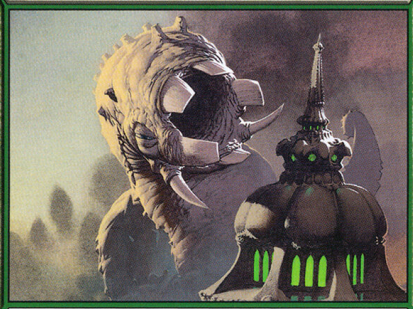
Put a 6/6 green Wurm creature token into play.

Flashback 3 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Kev Walker

™ & © 1993-2003 Wizards of the Coast, Inc. 266/350

Roar of the Wurm 6



Sorcery

Put a 6/6 green Wurm creature token into play.

Flashback 3 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Kev Walker

™ & © 1993-2003 Wizards of the Coast, Inc. 266/350