Enlisted Wurm 4



Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4



Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4



Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4



Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150

Enlisted Wurm 4

Creature — Wurm

Cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)*

A match for any army—even its own.

Steve Prescott

5/5

™ & © 1993–2012 Wizards of the Coast LLC 90/150