Wurm's Tooth 2



Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2



Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2



Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2



Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165

Wurm's Tooth 2

Artifact

Whenever a player plays a green spell, you may gain 1 life.

A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.

Alan Pollack

™ & © 1993–2004 Wizards of the Coast, Inc. 162/165