Dirtcowl Wurm 4G



Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G



Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G



Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G



Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4

Dirtcowl Wurm 4G

Summon Wurm

Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm.

Few of Rath's rivers follow a steady course, so many new channels are carved for them.

Illus. Dan Frazier
©1997 Wizards of the Coast, Inc.

3/4