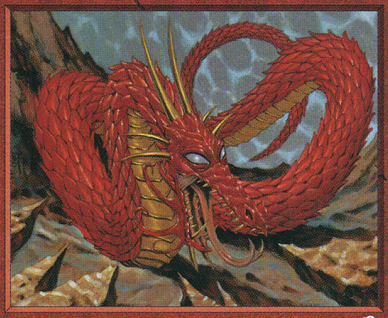
Wild Wurm 3



Summon Wurm

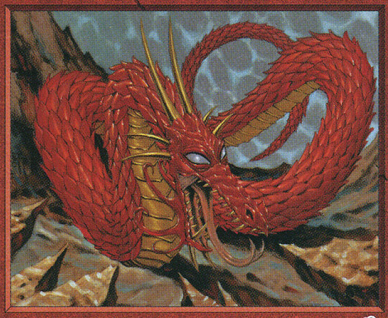
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*Wurm heads appear*
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Wild Wurm 3



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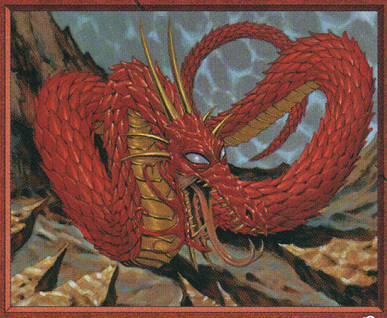
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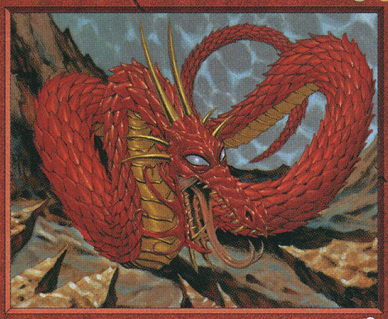
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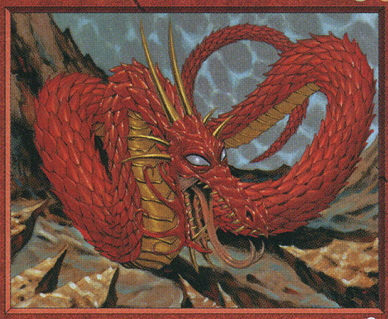
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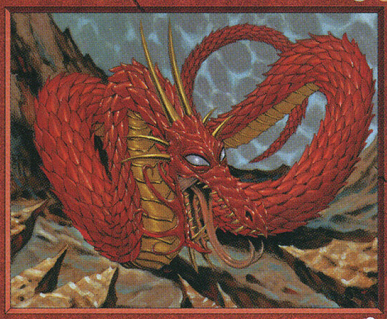
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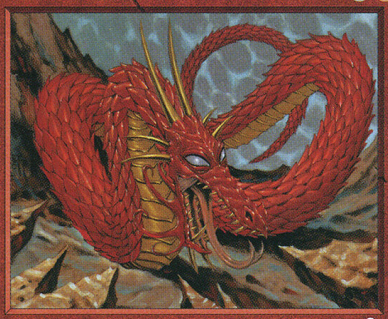
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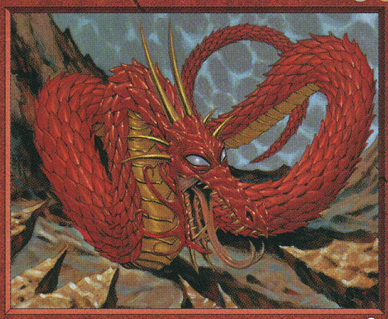
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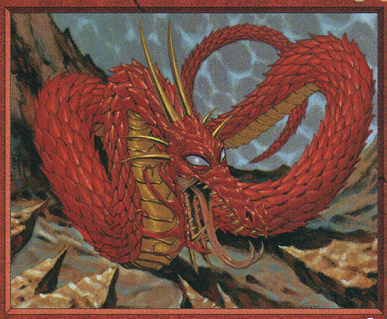
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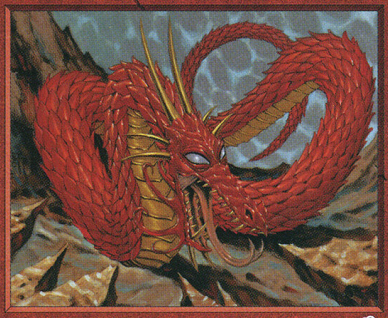
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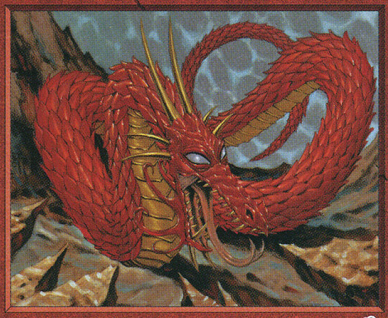
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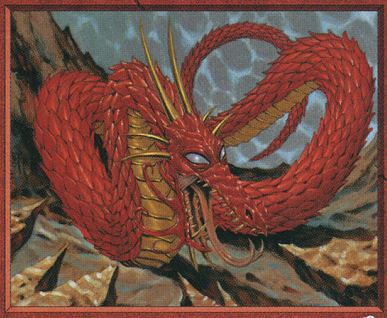
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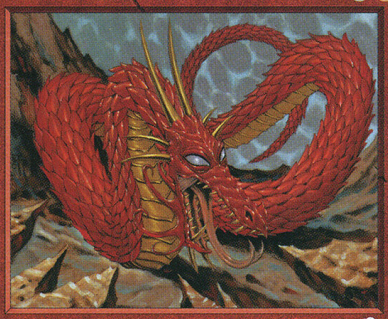
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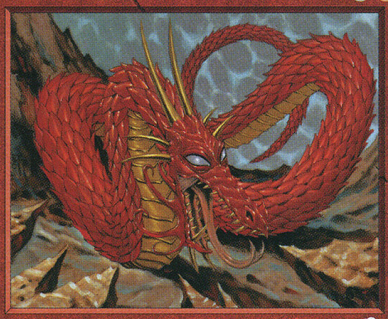
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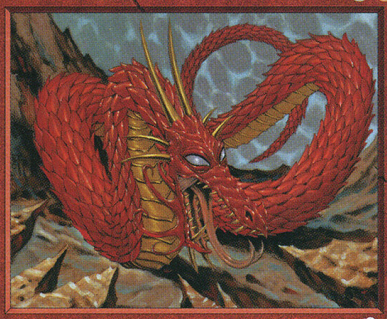
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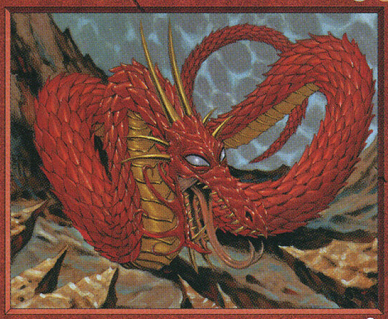
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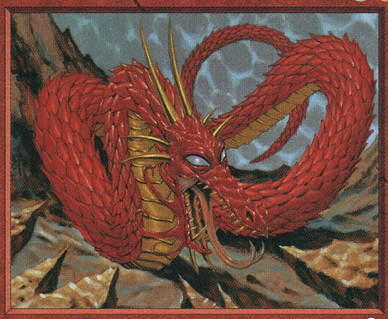
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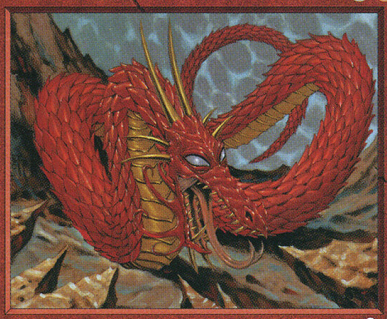
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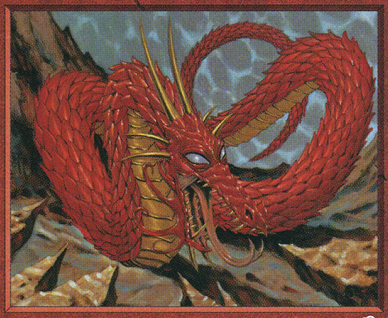
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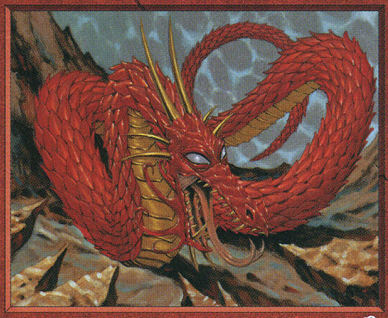
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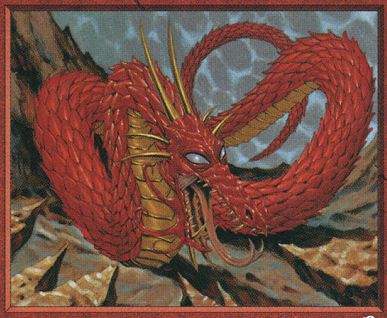
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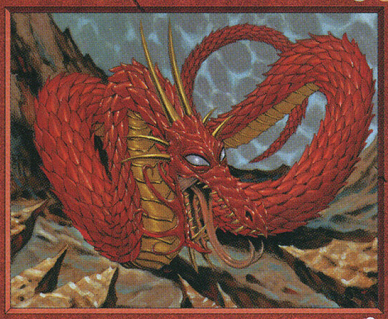
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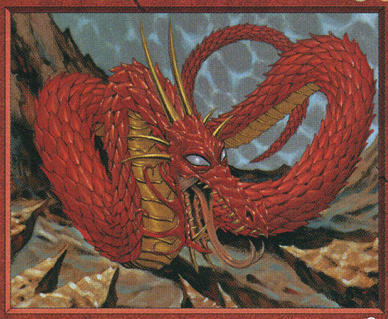
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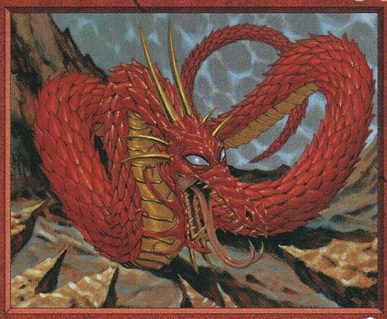
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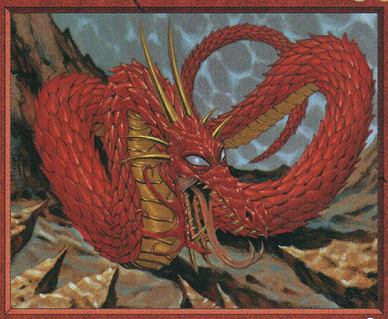
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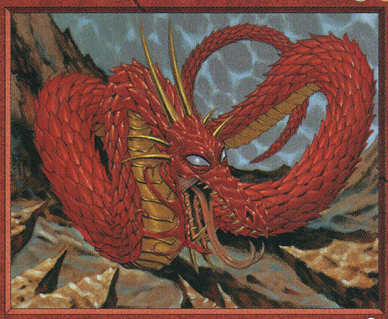
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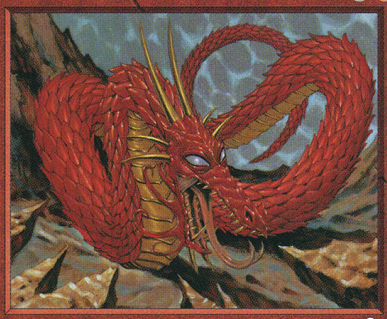
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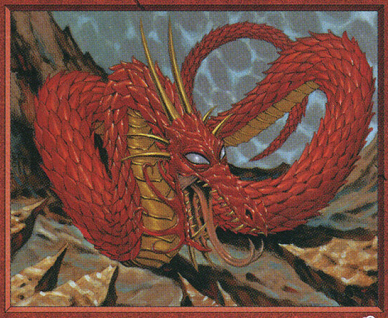
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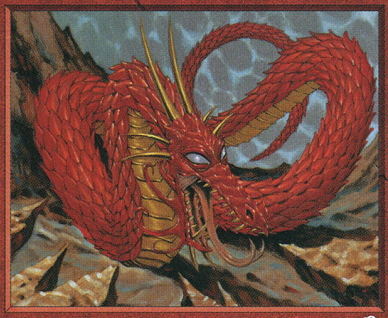
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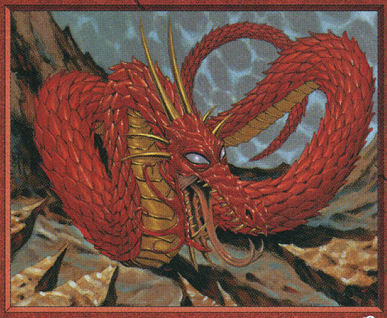
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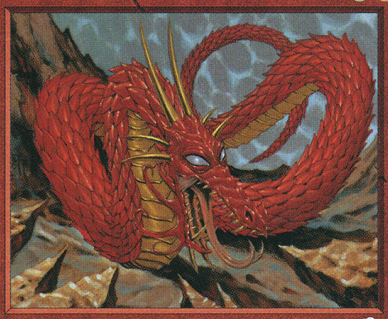
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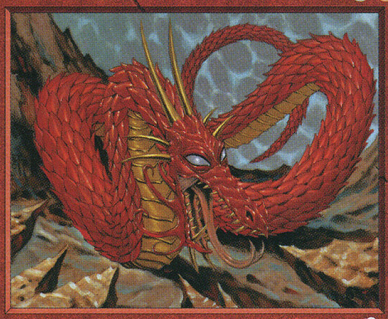
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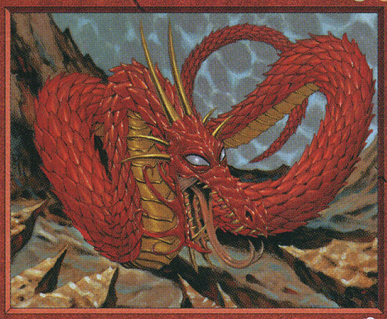
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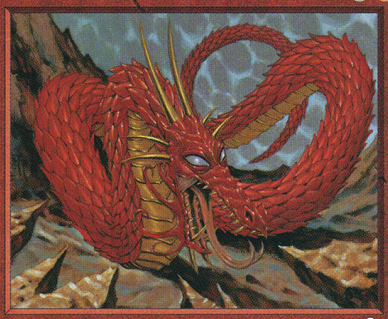
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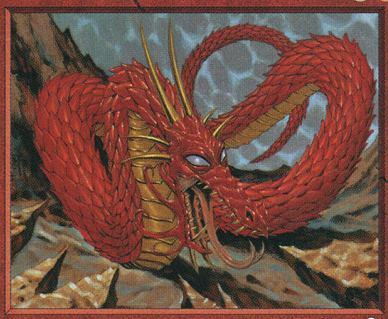
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Wild Wurm 3



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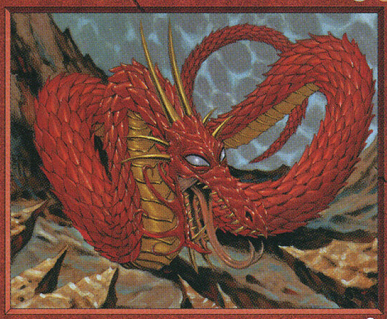
When Wild Wurm comes into play, flip a coin. If you lose the flip, return Wild Wurm to owner's hand.

*Wurm heads appear*
*Wild wurm near*
*Wurm tails you see*
*Wild wurm flee*

Illus. Randy Elliott
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