Wurmskin Forger 5GG



Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG



Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG



Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG



Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305

Wurmskin Forger 5GG

Creature — Elf Warrior

When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

It takes three weeks for a patrol of hunters to down a slagwurm. It takes just as long to make a single cut in its hide.

Justin Sweet

2/2

™ & © 1993-2003 Wizards of the Coast, Inc. 140/305