Desert Were-Worm



Creature — Dragon Wurm

This creature gets +2/+0 for each Mountain you control.

Whenever you attack with creatures with total power 12 or greater for the first time each turn, untap all attacking creatures. After this phase, there is an additional combat phase.

Fight wild Were-worms in the Last Desert
—Expression meaning "an impossible task"

0/5

R 0092
HOB • EN Aldo Dominguez

©MEE
™ & © 2026 Wizards of the Coast