Cowl Prowler 4🌳🌳



Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳



Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳



Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳



Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast

Cowl Prowler 4🌳🌳

Creature — Wurm

Consulate guards who pursue fleeing renegades into the Cowl often become lost—occasionally permanently—in the city's wildest greenbelt.

6/6

149/264 C
KLD • EN Tomasz Jedruszek
™ & © 2016 Wizards of the Coast