

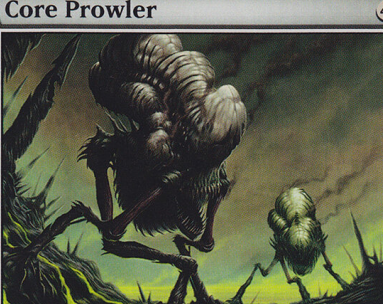
Core Prowler		4
		
Artifact Creature — Horror		
<p>Infect (<i>This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.</i>)</p> <p>When Core Prowler is put into a graveyard from the battlefield, proliferate. (<i>You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.</i>)</p>		
— Dave Allsop		2/2

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 Dave Allsop	2/2

Core Prowler 4



Artifact Creature — Horror 

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

When Core Prowler is put into a graveyard from the battlefield, proliferate. (You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)

— Dave Allson

2/2

Core Prowler 4



Artifact Creature — Horror 

Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*)

When Core Prowler is put into a graveyard from the battlefield, proliferate. (*You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.*)

— Dave Allsop

2/2

Core Prowler 4



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When Core Prowler is put into a graveyard from the battlefield, proliferate. (*You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.*)

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Core Prowler 4



Artifact Creature — Horror

Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*)

When Core Prowler is put into a graveyard from the battlefield, proliferate. (*You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.*)

— Dave Allsop

2/2

Core Prowler 4



Artifact Creature — Horror

Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*)

When Core Prowler is put into a graveyard or a battlefield, proliferate. (*You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.*)

— Dave Allsop

2/2

Core Prowler 4



Artifact Creature — Horror

Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*)

When Core Prowler is put into a graveyard or from any zone into a battlefield, proliferate. (*You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.*)

— Dave Allsop

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Core Prowler 4



Artifact Creature — Horror (with a hand icon)

Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*)

When Core Prowler is put into a graveyard from the battlefield, proliferate. (*You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.*)

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2/2

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2/2

Core Prowler

4

Artifact Creature — Horror

Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*)

When Core Prowler is put into a graveyard or removed from the game, proliferate. (*You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.*)

Dave Allsop

2/2

Core Prowler 4



Artifact Creature — Horror

Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*)

When Core Prowler is put into a graveyard or from anywhere else your player loses the game, you may sacrifice Core Prowler. If you do, you may return Core Prowler to the battlefield under your control with a number of +1/+1 counters on it equal to the number of creatures that died this turn.

— Dave Allsop

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Core Prowler 4



The card art depicts a dark, atmospheric scene. In the foreground, a large, grotesque, multi-segmented creature with a hunched, insect-like body and long, spindly legs is shown in profile, facing right. It appears to be crawling or moving through a dark, rocky, and possibly toxic landscape. In the background, another smaller version of the same creature is visible, also moving towards the right. The overall color palette is dark, with shades of black, grey, and a sickly greenish-yellow light source in the background, creating a sense of horror and decay.

Artifact Creature — Horror

Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*)

When Core Prowler is put into a graveyard or creatures from the battlefield, proliferate. (*You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.*)

Dave Allsop

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Core Prowler
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Artifact Creature — Horror



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— Dave Allsop

2/2

Core Prowler 4



Artificer Creature — Horror

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

When Core Prowler is put into a graveyard or removed from the game, proliferate. (You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)

Dave Allsop

2/2

Core Prowler
4



Artifact Creature — Horror
4

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2/2