**Flowstone Shambler** 2R



**Creature — Beast**

R: Flowstone Shambler gets +1/-1 until end of turn.

*Flowstone troops are notoriously difficult to keep in formation.*

2/2

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 185/350

**Flowstone Shambler** 2R

**Creature — Beast**

R: Flowstone Shambler gets +1/-1 until end of turn.

*Flowstone troops are notoriously difficult to keep in formation.*

2/2

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 185/350

**Flowstone Shambler** 2R

**Creature — Beast**

R: Flowstone Shambler gets +1/-1 until end of turn.

*Flowstone troops are notoriously difficult to keep in formation.*

2/2

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 185/350

**Flowstone Shambler** 2R

**Creature — Beast**

R: Flowstone Shambler gets +1/-1 until end of turn.

*Flowstone troops are notoriously difficult to keep in formation.*

2/2

Jim Nelson

™ & © 1993–2005 Wizards of the Coast, Inc. 185/350