Marrow Bats 4



Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4



Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4



Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4



Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244

Marrow Bats 4

Creature — Bat Skeleton

Flying
Pay 4 life: Regenerate Marrow Bats.

"No matter how far we push into Stensia, undeath will always remain in these lands."
—Terhold, archmage of Drunau

Jason A. Engle 4/1

™ & © 1993–2012 Wizards of the Coast LLC 113/244