
Drudge Skeletons
1
Creature — Skeleton
M10
: Regenerate Drudge Skeletons. (The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)
"The dead make good soldiers. They can't disobey orders, never surrender, and don't stop fighting when a random body part falls off."
—Nevinyrral, Necromancer's Handbook
1/1
Daarken
™ & © 1993–2009 Wizards of the Coast LLC 95/249