**Restless Bones** 2



**Creature — Skeleton**

3, : Target creature gains swampwalk until end of turn.

1: Regenerate Restless Bones.

*"We mourn our dead. We shroud our dead. We bury our dead. Too often, it seems, we must kill our dead again."*
*—Grazda, veteran armorer*

Glenn Fabry

1/1

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