Drudge Skeletons {1}{B}



Creature — Skeleton

{B}: Regenerate Drudge Skeletons.

"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

036/063 C
GVL • EN ✒ Daarken

™ & © 2014 Wizards of the Coast

Drudge Skeletons {1}{B}

Creature — Skeleton

{B}: Regenerate Drudge Skeletons.

"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

036/063 C
GVL • EN ✒ Daarken

™ & © 2014 Wizards of the Coast

Drudge Skeletons {1}{B}

Creature — Skeleton

{B}: Regenerate Drudge Skeletons.

"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

036/063 C
GVL • EN ✒ Daarken

™ & © 2014 Wizards of the Coast

Drudge Skeletons {1}{B}

Creature — Skeleton

{B}: Regenerate Drudge Skeletons.

"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

036/063 C
GVL • EN ✒ Daarken

™ & © 2014 Wizards of the Coast

Drudge Skeletons {1}{B}

Creature — Skeleton

{B}: Regenerate Drudge Skeletons.

"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

036/063 C
GVL • EN ✒ Daarken

™ & © 2014 Wizards of the Coast

Drudge Skeletons {1}{B}

Creature — Skeleton

{B}: Regenerate Drudge Skeletons.

"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

036/063 C
GVL • EN ✒ Daarken

™ & © 2014 Wizards of the Coast

Drudge Skeletons {1}{B}

Creature — Skeleton

{B}: Regenerate Drudge Skeletons.

"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

036/063 C
GVL • EN ✒ Daarken

™ & © 2014 Wizards of the Coast

Drudge Skeletons {1}{B}

Creature — Skeleton

{B}: Regenerate Drudge Skeletons.

"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

036/063 C
GVL • EN ✒ Daarken

™ & © 2014 Wizards of the Coast

Drudge Skeletons {1}{B}

Creature — Skeleton

{B}: Regenerate Drudge Skeletons.

"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

036/063 C
GVL • EN ✒ Daarken

™ & © 2014 Wizards of the Coast