Walking Corpse 1



Creature — Zombie

"Feeding a normal army is a problem of logistics. With zombies, it is an asset. Feeding is why they fight. Feeding is why they are feared."
—Jadar, ghoulcaller of Nephalia

2/2

278/269 C
M15 • EN ▶ Igor Kieryluk
™ & © 2014 Wizards of the Coast

Walking Corpse 1



Creature — Zombie

"Feeding a normal army is a problem of logistics. With zombies, it is an asset. Feeding is why they fight. Feeding is why they are feared."
—Jadar, ghoulcaller of Nephalia

2/2

278/269 C
M15 • EN ▶ Igor Kieryluk
™ & © 2014 Wizards of the Coast

Walking Corpse 1



Creature — Zombie

"Feeding a normal army is a problem of logistics. With zombies, it is an asset. Feeding is why they fight. Feeding is why they are feared."
—Jadar, ghoulcaller of Nephalia

2/2

278/269 C
M15 • EN ▶ Igor Kieryluk
™ & © 2014 Wizards of the Coast

Walking Corpse 1



Creature — Zombie

"Feeding a normal army is a problem of logistics. With zombies, it is an asset. Feeding is why they fight. Feeding is why they are feared."
—Jadar, ghoulcaller of Nephalia

2/2

278/269 C
M15 • EN ▶ Igor Kieryluk
™ & © 2014 Wizards of the Coast

Walking Corpse 1



Creature — Zombie

"Feeding a normal army is a problem of logistics. With zombies, it is an asset. Feeding is why they fight. Feeding is why they are feared."
—Jadar, ghoulcaller of Nephalia

2/2

278/269 C
M15 • EN ▶ Igor Kieryluk
™ & © 2014 Wizards of the Coast

Walking Corpse 1



Creature — Zombie

"Feeding a normal army is a problem of logistics. With zombies, it is an asset. Feeding is why they fight. Feeding is why they are feared."
—Jadar, ghoulcaller of Nephalia

2/2

278/269 C
M15 • EN ▶ Igor Kieryluk
™ & © 2014 Wizards of the Coast

Walking Corpse 1



Creature — Zombie

"Feeding a normal army is a problem of logistics. With zombies, it is an asset. Feeding is why they fight. Feeding is why they are feared."
—Jadar, ghoulcaller of Nephalia

2/2

278/269 C
M15 • EN ▶ Igor Kieryluk
™ & © 2014 Wizards of the Coast

Walking Corpse 1



Creature — Zombie

"Feeding a normal army is a problem of logistics. With zombies, it is an asset. Feeding is why they fight. Feeding is why they are feared."
—Jadar, ghoulcaller of Nephalia

2/2

278/269 C
M15 • EN ▶ Igor Kieryluk
™ & © 2014 Wizards of the Coast

Walking Corpse 1



Creature — Zombie

"Feeding a normal army is a problem of logistics. With zombies, it is an asset. Feeding is why they fight. Feeding is why they are feared."
—Jadar, ghoulcaller of Nephalia

2/2

278/269 C
M15 • EN ▶ Igor Kieryluk
™ & © 2014 Wizards of the Coast