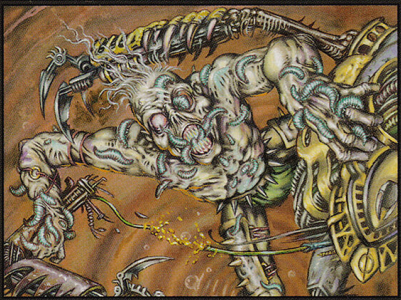


Maggot Carrier 



Creature — Zombie 

When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

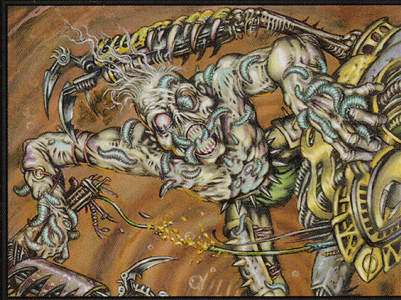
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

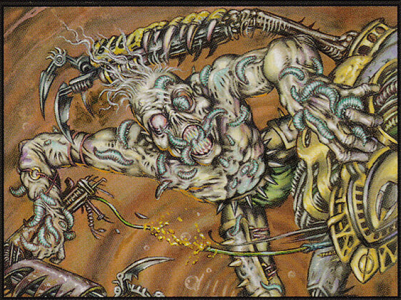
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

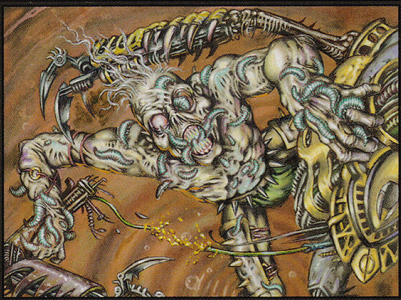
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

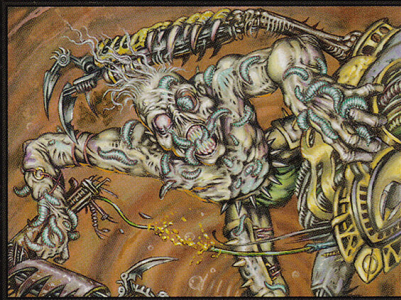
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

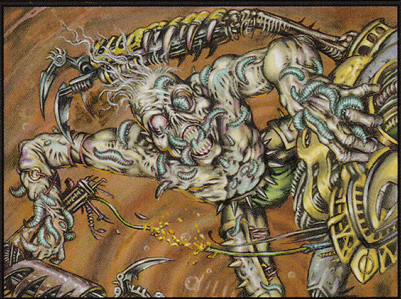
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

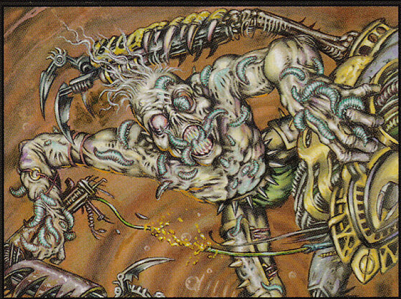
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

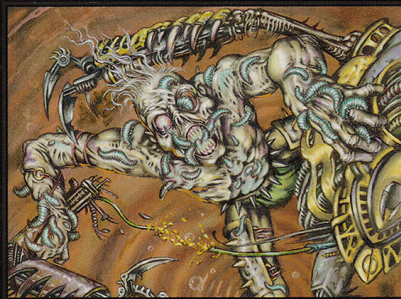
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

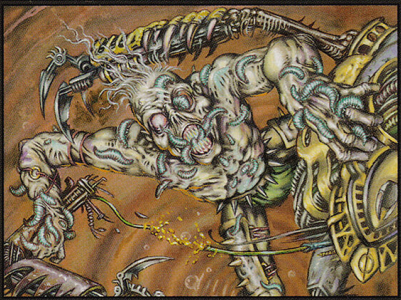
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

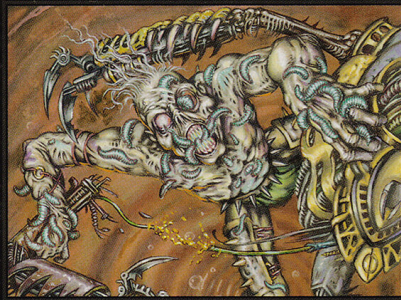
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

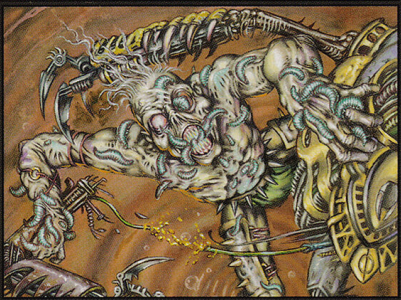
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

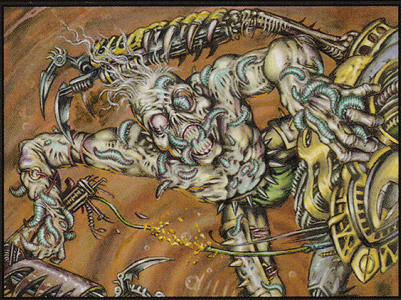
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

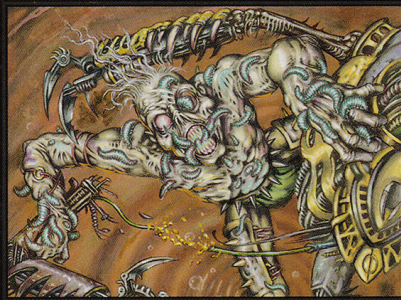
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

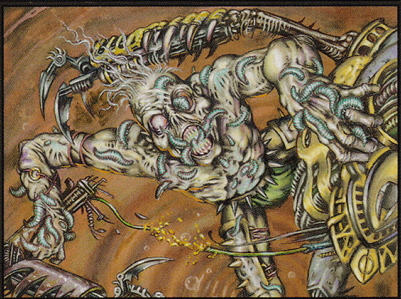
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

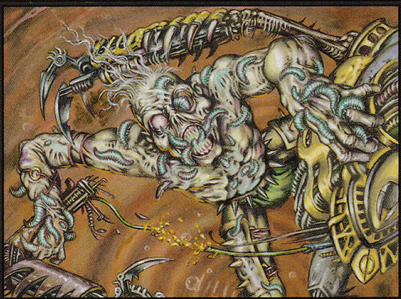
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

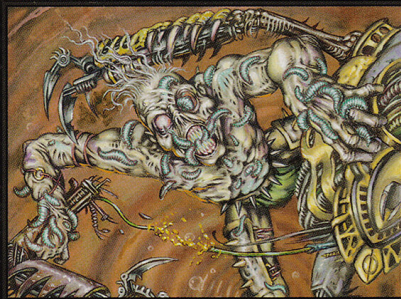
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

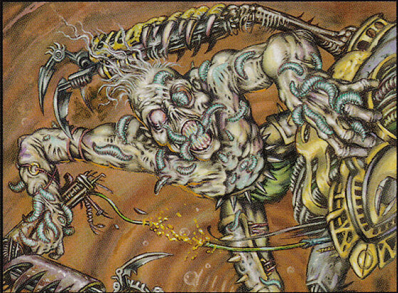
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

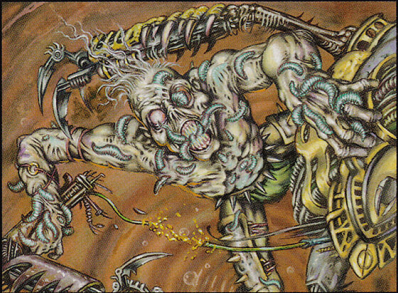
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  **1/1**

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350™

Maggot Carrier 



Creature — Zombie 

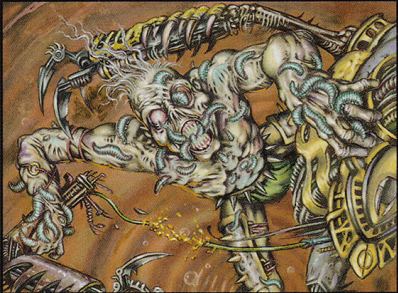
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  **1/1**

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350™

Maggot Carrier 



Creature — Zombie 

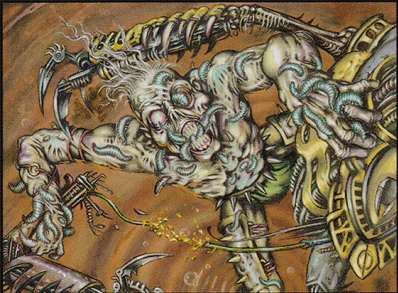
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  **1/1**

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350™

Maggot Carrier 



Creature — Zombie 

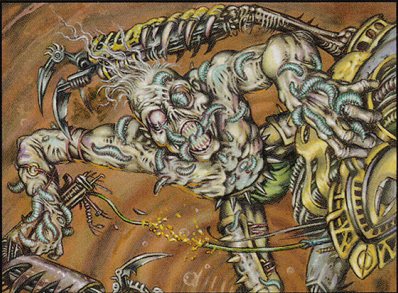
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  **1/1**

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350™

Maggot Carrier 



Creature — Zombie 

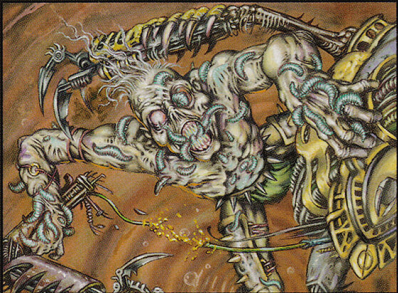
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  **1/1**

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350™

Maggot Carrier 



Creature — Zombie 

When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  **1/1**

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350™

Maggot Carrier 



Creature — Zombie 

When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  **1/1**

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350™

Maggot Carrier 



Creature — Zombie 

When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  **1/1**

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350™

Maggot Carrier 



Creature — Zombie 

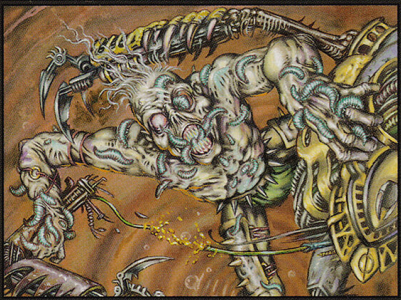
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  **1/1**

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350™

Maggot Carrier 



Creature — Zombie 

When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

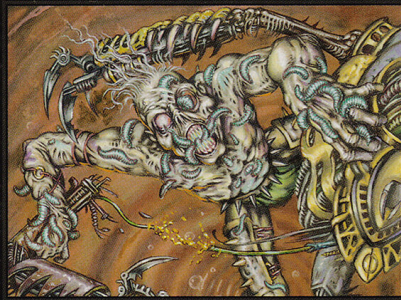
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

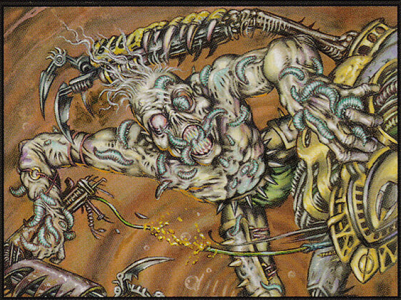
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

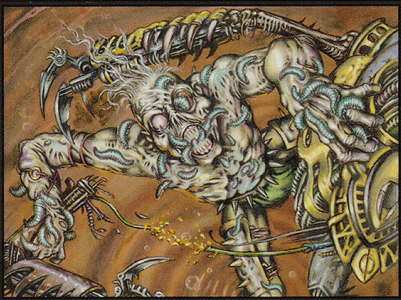
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

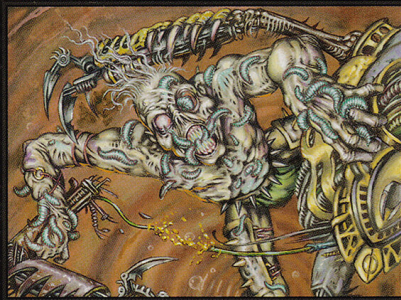
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

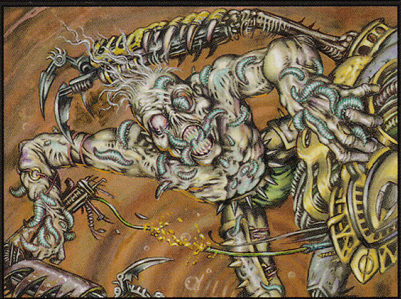
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

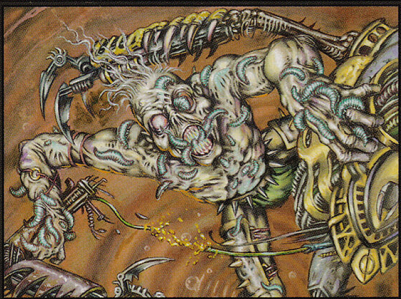
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

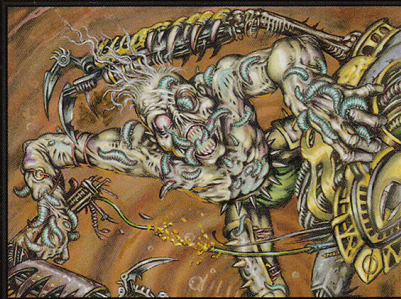
When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350

Maggot Carrier 



Creature — Zombie 

When Maggot Carrier comes into play, each player loses 1 life.

"We do not suddenly fall on death, but advance towards it by slight degrees; we die every day."
—Seneca, Epistles, trans. Gummere

Ron Spencer  1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 142/350