Phyrexian Negator 2B



Creature — Horror

Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zeleznik
©1993–1999 Wizards of the Coast, Inc. 65/143
5/5

Phyrexian Negator 2B



Creature — Horror

Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zeleznik
©1993–1999 Wizards of the Coast, Inc. 65/143
5/5

Phyrexian Negator 2B



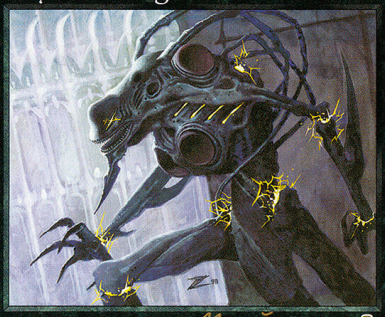
Creature — Horror

Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zeleznik
©1993–1999 Wizards of the Coast, Inc. 65/143
5/5

Phyrexian Negator 2B



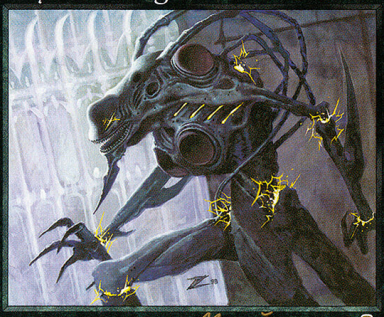
Creature — Horror

Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zeleznik
©1993–1999 Wizards of the Coast, Inc. 65/143
5/5

Phyrexian Negator 2B



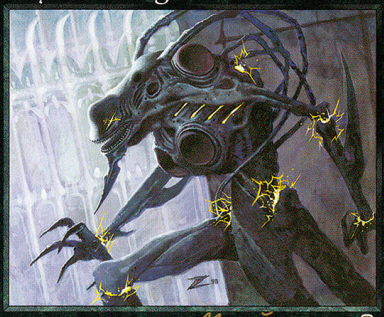
Creature — Horror

Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zeleznik
©1993–1999 Wizards of the Coast, Inc. 65/143
5/5

Phyrexian Negator 2B



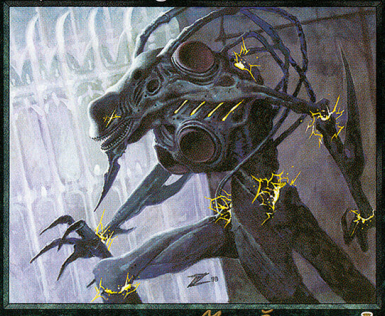
Creature — Horror

Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zeleznik
©1993–1999 Wizards of the Coast, Inc. 65/143
5/5

Phyrexian Negator 2B



Creature — Horror

Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zeleznik
©1993–1999 Wizards of the Coast, Inc. 65/143
5/5

Phyrexian Negator 2B



Creature — Horror

Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zeleznik
©1993–1999 Wizards of the Coast, Inc. 65/143
5/5

Phyrexian Negator 2B



Creature — Horror

Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zeleznik
©1993–1999 Wizards of the Coast, Inc. 65/143
5/5