Death Bomb 3B



Instant

As an additional cost to play Death Bomb, sacrifice a creature.

Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

There's no higher honor in Phyrexia than dying for Yawgmoth's glorious vision.

Illus. Dan Frazier

©1993–2001 Wizards of the Coast, Inc. 41/143

Death Bomb 3B

Instant

As an additional cost to play Death Bomb, sacrifice a creature.

Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

There's no higher honor in Phyrexia than dying for Yawgmoth's glorious vision.

Illus. Dan Frazier

©1993–2001 Wizards of the Coast, Inc. 41/143

Death Bomb 3B

Instant

As an additional cost to play Death Bomb, sacrifice a creature.

Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

There's no higher honor in Phyrexia than dying for Yawgmoth's glorious vision.

Illus. Dan Frazier

©1993–2001 Wizards of the Coast, Inc. 41/143

Death Bomb 3B

Instant

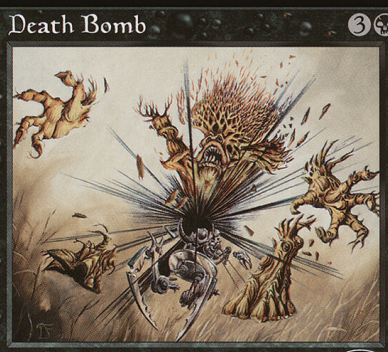
As an additional cost to play Death Bomb, sacrifice a creature.

Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

There's no higher honor in Phyrexia than dying for Yawgmoth's glorious vision.

Illus. Dan Frazier

©1993–2001 Wizards of the Coast, Inc. 41/143



Death Bomb 3B

Instant

As an additional cost to play Death Bomb, sacrifice a creature.

Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

There's no higher honor in Phyrexia than dying for Yawgmoth's glorious vision.

Illus. Dan Frazier

©1993–2001 Wizards of the Coast, Inc. 41/143