

Phantom Nishoba

5



Creature — Beast Spirit



Trample

Phantom Nishoba comes into play with seven +1/+1 counters on it.

Whenever Phantom Nishoba deals damage, you gain that much life.

If damage would be dealt to Phantom Nishoba, prevent that damage. Remove a +1/+1 counter from Phantom Nishoba.

Illus. Arnie Swekel

™ & © 1993–2002 Wizards of the Coast, Inc. 140/143

0/0

Phantom Nishoba

5



Creature — Beast Spirit



Trample

Phantom Nishoba comes into play with seven +1/+1 counters on it.

Whenever Phantom Nishoba deals damage, you gain that much life.

If damage would be dealt to Phantom Nishoba, prevent that damage. Remove a +1/+1 counter from Phantom Nishoba.

Illus. Arnie Swekel

™ & © 1993–2002 Wizards of the Coast, Inc. 140/143

0/0

Phantom Nishoba

5



Creature — Beast Spirit



Trample

Phantom Nishoba comes into play with seven +1/+1 counters on it.

Whenever Phantom Nishoba deals damage, you gain that much life.

If damage would be dealt to Phantom Nishoba, prevent that damage. Remove a +1/+1 counter from Phantom Nishoba.

Illus. Arnie Swekel

™ & © 1993–2002 Wizards of the Coast, Inc. 140/143

0/0

Phantom Nishoba

5



Creature — Beast Spirit



Trample

Phantom Nishoba comes into play with seven +1/+1 counters on it.

Whenever Phantom Nishoba deals damage, you gain that much life.

If damage would be dealt to Phantom Nishoba, prevent that damage. Remove a +1/+1 counter from Phantom Nishoba.

Illus. Arnie Swekel

™ & © 1993–2002 Wizards of the Coast, Inc. 140/143

0/0