Spectral Bears 1



Summon Bears

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.
"I hear there are Bears—or spirits—that guard caravans passing through the forest." —Gulsen, Abbey Matron

Illus. Pat Morrissey
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Spectral Bears 1

Summon Bears

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.
"I hear there are Bears—or spirits—that guard caravans passing through the forest." —Gulsen, Abbey Matron

Illus. Pat Morrissey
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Spectral Bears 1

Summon Bears

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.
"I hear there are Bears—or spirits—that guard caravans passing through the forest." —Gulsen, Abbey Matron

Illus. Pat Morrissey
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Spectral Bears 1

Summon Bears

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.
"I hear there are Bears—or spirits—that guard caravans passing through the forest." —Gulsen, Abbey Matron

Illus. Pat Morrissey
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Spectral Bears 1

Summon Bears

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.
"I hear there are Bears—or spirits—that guard caravans passing through the forest." —Gulsen, Abbey Matron

Illus. Pat Morrissey
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Spectral Bears 1

Summon Bears

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.
"I hear there are Bears—or spirits—that guard caravans passing through the forest." —Gulsen, Abbey Matron

Illus. Pat Morrissey
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Spectral Bears 1

Summon Bears

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.
"I hear there are Bears—or spirits—that guard caravans passing through the forest." —Gulsen, Abbey Matron

Illus. Pat Morrissey
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Spectral Bears 1

Summon Bears

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.
"I hear there are Bears—or spirits—that guard caravans passing through the forest." —Gulsen, Abbey Matron

Illus. Pat Morrissey
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Spectral Bears 1

Summon Bears

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.
"I hear there are Bears—or spirits—that guard caravans passing through the forest." —Gulsen, Abbey Matron

Illus. Pat Morrissey
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3