
Werebear
1
Creature — Druid Bear
: Add to your mana pool.
Threshold — Werebear gets +3/+3.
(You have threshold as long as seven or more cards are in your graveyard.)
He exercises his right to bear arms.
Illus. Carl Critchlow
™ & © 1993–2001 Wizards of the Coast, Inc. 282/350
1/1


Werebear
1
Creature — Druid Bear
: Add to your mana pool.
Threshold — Werebear gets +3/+3.
(You have threshold as long as seven or more cards are in your graveyard.)
He exercises his right to bear arms.
Illus. Carl Critchlow
™ & © 1993–2001 Wizards of the Coast, Inc. 282/350
1/1


Werebear
1
Creature — Druid Bear
: Add to your mana pool.
Threshold — Werebear gets +3/+3.
(You have threshold as long as seven or more cards are in your graveyard.)
He exercises his right to bear arms.
Illus. Carl Critchlow
™ & © 1993–2001 Wizards of the Coast, Inc. 282/350
1/1


Werebear
1
Creature — Druid Bear
: Add to your mana pool.
Threshold — Werebear gets +3/+3.
(You have threshold as long as seven or more cards are in your graveyard.)
He exercises his right to bear arms.
Illus. Carl Critchlow
™ & © 1993–2001 Wizards of the Coast, Inc. 282/350
1/1