Werebear {1}{G}



Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}



Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}



Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}



Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast

Werebear {1}{G}

Creature — Human Bear Druid

{T}: Add {G}.
Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

He exercises his right to bear arms.

1/1

182/261 C
DMR • EN Carl Critchlow
™ & © 2023 Wizards of the Coast