Spectral Force 3GG



Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG



Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG



Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG



Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301

Spectral Force 3GG

Creature — Elemental Spirit

Trample

Whenever Spectral Force attacks, if defending player controls no black permanents, it doesn't untap during your next untap step.

"The spirits of old have not left us unguarded."
—Uros, Pendelhaven elder

8/8

Dan Scott

™ & © 1993-2006 Wizards of the Coast, Inc. 217/301