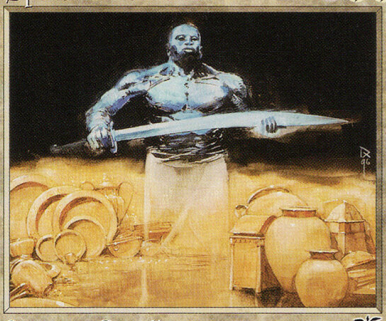
Spectral Guardian 2



Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

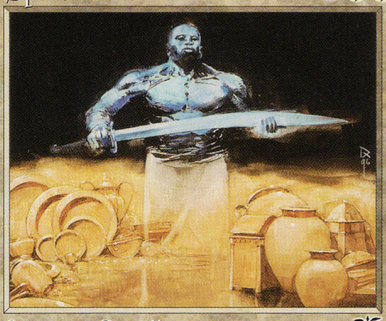
Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2



Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

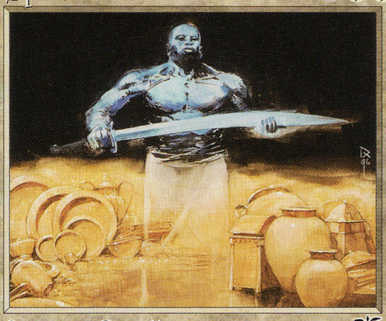
Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2



Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

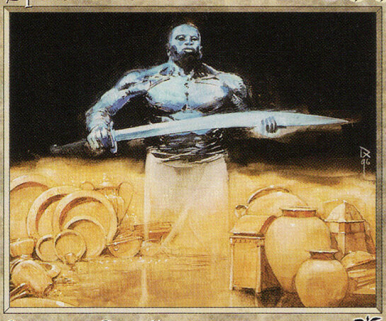
Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2



Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3

Spectral Guardian 2

Summon Guardian

As long as Spectral Guardian is untapped, noncreature artifacts cannot be the target of spells or effects.

"A treasure to guard other treasures is worth the highest price."
—Mtai, Civic Guildmage

Illus. Mike Dringenberg
©1996 Wizards of the Coast, Inc. All rights reserved.
2/3