Personal Incarnation 3



Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3



Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3



Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3



Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6

Personal Incarnation 3

Summon Avatar

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up.

Illus. Kev. Walker

©1997 Wizards of the Coast, Inc. All rights reserved.

6/6