Purity 3



Creature — Elemental Incarnation

Flying

If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.

When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

Warren Mahy

6/6

™ & © 1993–2007 Wizards of the Coast, Inc. 37/301

Purity 3

Creature — Elemental Incarnation

Flying

If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.

When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

Warren Mahy

6/6

™ & © 1993–2007 Wizards of the Coast, Inc. 37/301

Purity 3

Creature — Elemental Incarnation

Flying

If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.

When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

Warren Mahy

6/6

™ & © 1993–2007 Wizards of the Coast, Inc. 37/301

Purity 3

Creature — Elemental Incarnation

Flying

If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.

When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

Warren Mahy

6/6

™ & © 1993–2007 Wizards of the Coast, Inc. 37/301

Purity 3

Creature — Elemental Incarnation

Flying

If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.

When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

Warren Mahy

6/6

™ & © 1993–2007 Wizards of the Coast, Inc. 37/301

Purity 3

Creature — Elemental Incarnation

Flying

If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.

When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

Warren Mahy

6/6

™ & © 1993–2007 Wizards of the Coast, Inc. 37/301

Purity 3

Creature — Elemental Incarnation

Flying

If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.

When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

Warren Mahy

6/6

™ & © 1993–2007 Wizards of the Coast, Inc. 37/301

Purity 3

Creature — Elemental Incarnation

Flying

If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.

When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

Warren Mahy

6/6

™ & © 1993–2007 Wizards of the Coast, Inc. 37/301

Purity 3

Creature — Elemental Incarnation

Flying

If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.

When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

Warren Mahy

6/6

™ & © 1993–2007 Wizards of the Coast, Inc. 37/301