Clone 3



Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3



Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3



Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3



Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*

Clone 3

Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Baroh */*