Parallel Evolution 3



Sorcery

For each creature token in play, its controller puts a creature token into play that's a copy of that creature.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 136/143

Parallel Evolution 3

Sorcery

For each creature token in play, its controller puts a creature token into play that's a copy of that creature.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 136/143

Parallel Evolution 3

Sorcery

For each creature token in play, its controller puts a creature token into play that's a copy of that creature.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 136/143

Parallel Evolution 3

Sorcery

For each creature token in play, its controller puts a creature token into play that's a copy of that creature.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 136/143

Parallel Evolution 3

Sorcery

For each creature token in play, its controller puts a creature token into play that's a copy of that creature.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 136/143

Parallel Evolution 3

Sorcery

For each creature token in play, its controller puts a creature token into play that's a copy of that creature.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 136/143

Parallel Evolution 3

Sorcery

For each creature token in play, its controller puts a creature token into play that's a copy of that creature.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 136/143

Parallel Evolution 3

Sorcery

For each creature token in play, its controller puts a creature token into play that's a copy of that creature.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 136/143

Parallel Evolution 3

Sorcery

For each creature token in play, its controller puts a creature token into play that's a copy of that creature.

Flashback 4 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Matt Cavotta

™ & © 1993–2002 Wizards of the Coast, Inc. 136/143