Deep Analysis

3 {B}



Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}



Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}



Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}



Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143

Deep Analysis

3 {B}

Sorcery

Target player draws two cards.

Flashback—1 {B}, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

"The specimen seems to be broken."

Daren Bader

™ & © 1993–2003 Wizards of the Coast, Inc. 36/143