Seize the Day 3R



Sorcery

Untap target creature. After this main phase, there is an additional combat phase followed by an additional main phase.

Flashback 2R *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

147/254 R
UMA • EN
Greg Staples

™ & © 2018 Wizards of the Coast

Seize the Day 3R



Sorcery

Untap target creature. After this main phase, there is an additional combat phase followed by an additional main phase.

Flashback 2R *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

147/254 R
UMA • EN
Greg Staples

™ & © 2018 Wizards of the Coast

Seize the Day 3R



Sorcery

Untap target creature. After this main phase, there is an additional combat phase followed by an additional main phase.

Flashback 2R *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

147/254 R
UMA • EN
Greg Staples

™ & © 2018 Wizards of the Coast

Seize the Day 3R



Sorcery

Untap target creature. After this main phase, there is an additional combat phase followed by an additional main phase.

Flashback 2R *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

147/254 R
UMA • EN
Greg Staples

™ & © 2018 Wizards of the Coast