
Esper Origins
1
Sorcery
Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)
Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)
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