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.)*

4/4

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