Can't Stay Away



Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "If this creature would die, exile it instead."

Flashback 3 (*You may cast this card from your graveyard for its flashback cost. Then exile it.*)

Death is no impediment to dinner.

213 R
DBL • EN
Milivoi Ceran

™ & © 2022 Wizards of the Coast

Can't Stay Away

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "If this creature would die, exile it instead."

Flashback 3 (*You may cast this card from your graveyard for its flashback cost. Then exile it.*)

Death is no impediment to dinner.

213 R
DBL • EN
Milivoi Ceran

™ & © 2022 Wizards of the Coast

Can't Stay Away

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "If this creature would die, exile it instead."

Flashback 3 (*You may cast this card from your graveyard for its flashback cost. Then exile it.*)

Death is no impediment to dinner.

213 R
DBL • EN
Milivoi Ceran

™ & © 2022 Wizards of the Coast

Can't Stay Away

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "If this creature would die, exile it instead."

Flashback 3 (*You may cast this card from your graveyard for its flashback cost. Then exile it.*)

Death is no impediment to dinner.

213 R
DBL • EN
Milivoi Ceran

™ & © 2022 Wizards of the Coast