Out of Time



Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time



Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time



Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time



Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast

Out of Time

Enchantment

When Out of Time enters the battlefield, untap all creatures, then those creatures phase out until Out of Time leaves the battlefield. Put a time counter on Out of Time for each creature that phased out this way.

Vanishing *(At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)*

R 0800
WHO★EN TB Casacop

© BBC
™ & © 2023 Wizards of the Coast