

Out of Time 1**



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 JB CASOP

BBC
TM & © 2023 Wizards of the Coast

The image shows a Magic: The Gathering card titled "Out of Time". The card is a blue-bordered "Enchantment" card. The top right corner features a mana cost of 1 blue and 2 black mana. The central illustration depicts a glowing, orange, spherical object with a complex, intersecting line pattern, resembling a stylized atom or a time vortex, set against a dark blue space background with floating, translucent blue cubes. Below the illustration, the card type "Enchantment" is written in a stylized font, accompanied by a small icon of a building. The card's text box contains the following: "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.)". The bottom of the card features the text "R 0800 WHO2*EN" and "© 2023 Wizards of the Coast".

Out of Time 1***



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 0500
WOTEN © JR Cascoe

™ & © 2023 Wizards of the Coast

© BBC

Out of Time 1**



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 W00**EN © 2013 Wizards of the Coast

™ & © 2013 Wizards of the Coast

BBC