

Crack in Time

3



Enchantment



Vanishing 3 (This enchantment enters the battlefield with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)

When Crack in Time enters the battlefield and at the beginning of your precombat main phase, exile target creature an opponent controls until Crack in Time leaves the battlefield.

R 0016
WHO • EN • ELIZ ROXS

© BBC
TM & © 2023 Wizards of the Coast