Chronomantic Escape



Sorcery

Until your next turn, creatures can't attack you. Exile Chronomantic Escape with three time counters on it.

Suspend 3—2✱ *(Rather than cast this card from your hand, you may pay 2✱ and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)*

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