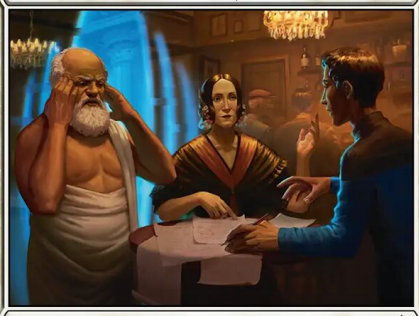
Chronomantic Escape



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.)*

U 0419
TRC • EN Irina Nordsol

© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

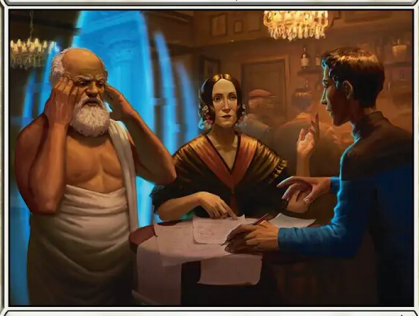
Chronomantic Escape
Sorcery
Until your next turn, creatures can't attack you. Exile Chronomantic Escape with three time counters on it.
Suspend 3—2✱ *(Rather than cast this card from your hand, you may pay 2✱ and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*

U 0419
TRC • EN Irina Nordsol

© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

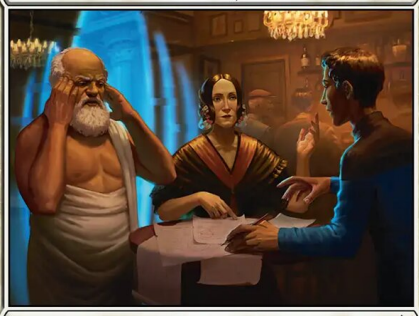
Chronomantic Escape
Sorcery
Until your next turn, creatures can't attack you. Exile Chronomantic Escape with three time counters on it.
Suspend 3—2✱ *(Rather than cast this card from your hand, you may pay 2✱ and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*

U 0419
TRC • EN Irina Nordsol

© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

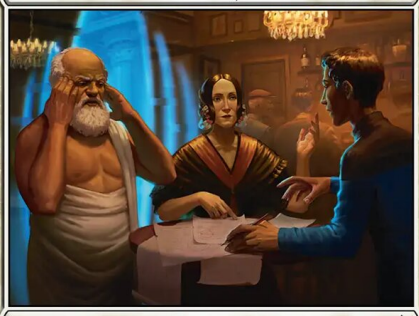
Chronomantic Escape
Sorcery
Until your next turn, creatures can't attack you. Exile Chronomantic Escape with three time counters on it.
Suspend 3—2✱ *(Rather than cast this card from your hand, you may pay 2✱ and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*

U 0419
TRC • EN Irina Nordsol

© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast

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.)*
U 0419
TRC • EN Irina Nordsol
© 2026 CBS.
™ & © 2026 Wizards of the Coast