Chronomantic Escape

4 ✱✱



Sorcery

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

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

Franz Vohwinkel

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