Chronomantic Escape



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

™ & © 1993–2007 Wizards of the Coast, Inc. 4/180

Chronomantic Escape

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

™ & © 1993–2007 Wizards of the Coast, Inc. 4/180

Chronomantic Escape

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

™ & © 1993–2007 Wizards of the Coast, Inc. 4/180

Chronomantic Escape

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

™ & © 1993–2007 Wizards of the Coast, Inc. 4/180

Chronomantic Escape

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

™ & © 1993–2007 Wizards of the Coast, Inc. 4/180

Chronomantic Escape

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

™ & © 1993–2007 Wizards of the Coast, Inc. 4/180

Chronomantic Escape

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

™ & © 1993–2007 Wizards of the Coast, Inc. 4/180

Chronomantic Escape

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

™ & © 1993–2007 Wizards of the Coast, Inc. 4/180

Chronomantic Escape

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

™ & © 1993–2007 Wizards of the Coast, Inc. 4/180