Cryogenic Stasis



Instant

Tap target creature and put a stun counter on it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Draw a card.

"Away team to Merrimack. *We're at the rendezvous, but Ensign Irvine hasn't checked in and won't reply on comms."*

C 0142
TRC • EN ✍ Arthur Haas
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Cryogenic Stasis
Instant
Tap target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Draw a card.
"Away team to Merrimack. We're at the rendezvous, but Ensign Irvine hasn't checked in and won't reply on comms."
C 0142
TRC • EN ✍ Arthur Haas
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Cryogenic Stasis
Instant
Tap target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Draw a card.
"Away team to Merrimack. We're at the rendezvous, but Ensign Irvine hasn't checked in and won't reply on comms."
C 0142
TRC • EN ✍ Arthur Haas
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Cryogenic Stasis
Instant
Tap target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Draw a card.
"Away team to Merrimack. We're at the rendezvous, but Ensign Irvine hasn't checked in and won't reply on comms."
C 0142
TRC • EN ✍ Arthur Haas
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Cryogenic Stasis
Instant
Tap target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Draw a card.
"Away team to Merrimack. We're at the rendezvous, but Ensign Irvine hasn't checked in and won't reply on comms."
C 0142
TRC • EN ✍ Arthur Haas
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Cryogenic Stasis
Instant
Tap target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Draw a card.
"Away team to Merrimack. We're at the rendezvous, but Ensign Irvine hasn't checked in and won't reply on comms."
C 0142
TRC • EN ✍ Arthur Haas
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Cryogenic Stasis
Instant
Tap target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Draw a card.
"Away team to Merrimack. We're at the rendezvous, but Ensign Irvine hasn't checked in and won't reply on comms."
C 0142
TRC • EN ✍ Arthur Haas
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Cryogenic Stasis
Instant
Tap target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Draw a card.
"Away team to Merrimack. We're at the rendezvous, but Ensign Irvine hasn't checked in and won't reply on comms."
C 0142
TRC • EN ✍ Arthur Haas
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Cryogenic Stasis
Instant
Tap target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Draw a card.
"Away team to Merrimack. We're at the rendezvous, but Ensign Irvine hasn't checked in and won't reply on comms."
C 0142
TRC • EN ✍ Arthur Haas
© 2026 CBS.
™ & © 2026 Wizards of the Coast