THE TENTH DOCTOR 3UR



LEGENDARY CREATURE — TIME LORD DOCTOR

Allons-y! — Whenever you attack, exile cards from the top of your library until you exile a nonland card. Put three time counters on it. If it doesn't have suspend, it gains suspend.

Timey-Wimey — 7: Time travel three times. Activate only as a sorcery.

3/5

M 1152
WHO★EN Aurore Folny

© BBC
™ & © 2023 Wizards of the Coast

THE TENTH DOCTOR 3UR



LEGENDARY CREATURE — TIME LORD DOCTOR

Allons-y! — Whenever you attack, exile cards from the top of your library until you exile a nonland card. Put three time counters on it. If it doesn't have suspend, it gains suspend.

Timey-Wimey — 7: Time travel three times. Activate only as a sorcery.

3/5

M 1152
WHO★EN Aurore Folny

© BBC
™ & © 2023 Wizards of the Coast

THE TENTH DOCTOR 3UR



LEGENDARY CREATURE — TIME LORD DOCTOR

Allons-y! — Whenever you attack, exile cards from the top of your library until you exile a nonland card. Put three time counters on it. If it doesn't have suspend, it gains suspend.

Timey-Wimey — 7: Time travel three times. Activate only as a sorcery.

3/5

M 1152
WHO★EN Aurore Folny

© BBC
™ & © 2023 Wizards of the Coast

THE TENTH DOCTOR 3UR



LEGENDARY CREATURE — TIME LORD DOCTOR

Allons-y! — Whenever you attack, exile cards from the top of your library until you exile a nonland card. Put three time counters on it. If it doesn't have suspend, it gains suspend.

Timey-Wimey — 7: Time travel three times. Activate only as a sorcery.

3/5

M 1152
WHO★EN Aurore Folny

© BBC
™ & © 2023 Wizards of the Coast