THE MASTER, MESMERIST 2UB



LEGENDARY CREATURE — TIME LORD ROGUE

: Target creature an opponent controls with power less than or equal to The Master's power gains skulk until end of turn. Goad it.

Whenever a creature with skulk deals combat damage to one of your opponents, put a +1/+1 counter on The Master and draw a card.

3/3

R 1135
WHO★EN Steve Morris

© BBC
™ & © 2023 Wizards of the Coast

THE MASTER, MESMERIST 2UB



LEGENDARY CREATURE — TIME LORD ROGUE

: Target creature an opponent controls with power less than or equal to The Master's power gains skulk until end of turn. Goad it.

Whenever a creature with skulk deals combat damage to one of your opponents, put a +1/+1 counter on The Master and draw a card.

3/3

R 1135
WHO★EN Steve Morris

© BBC
™ & © 2023 Wizards of the Coast

THE MASTER, MESMERIST 2UB



LEGENDARY CREATURE — TIME LORD ROGUE

: Target creature an opponent controls with power less than or equal to The Master's power gains skulk until end of turn. Goad it.

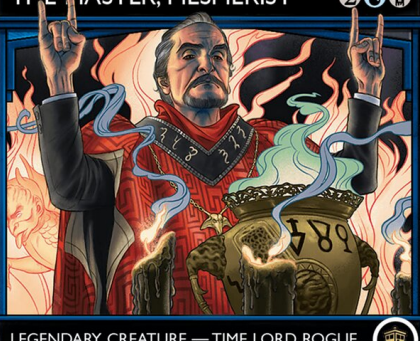
Whenever a creature with skulk deals combat damage to one of your opponents, put a +1/+1 counter on The Master and draw a card.

3/3

R 1135
WHO★EN Steve Morris

© BBC
™ & © 2023 Wizards of the Coast

THE MASTER, MESMERIST 2UB



LEGENDARY CREATURE — TIME LORD ROGUE

: Target creature an opponent controls with power less than or equal to The Master's power gains skulk until end of turn. Goad it.

Whenever a creature with skulk deals combat damage to one of your opponents, put a +1/+1 counter on The Master and draw a card.

3/3

R 1135
WHO★EN Steve Morris

© BBC
™ & © 2023 Wizards of the Coast