THE ELEVENTH DOCTOR 1



LEGENDARY CREATURE — TIME LORD DOCTOR

I. AM. TALKING! — Whenever The Eleventh Doctor deals combat damage to a player, you may exile a card from your hand with a number of time counters on it equal to its mana value. If it doesn't have suspend, it gains suspend.

2: Target creature with power 3 or less can't be blocked this turn.

3/2

R 0562
WHO • EN
Tyler Walpole

© BBC
™ & © 2023 Wizards of the Coast

THE ELEVENTH DOCTOR 1

LEGENDARY CREATURE — TIME LORD DOCTOR

I. AM. TALKING! — Whenever The Eleventh Doctor deals combat damage to a player, you may exile a card from your hand with a number of time counters on it equal to its mana value. If it doesn't have suspend, it gains suspend.

2: Target creature with power 3 or less can't be blocked this turn.

3/2

R 0562
WHO • EN
Tyler Walpole

© BBC
™ & © 2023 Wizards of the Coast

THE ELEVENTH DOCTOR 1

LEGENDARY CREATURE — TIME LORD DOCTOR

I. AM. TALKING! — Whenever The Eleventh Doctor deals combat damage to a player, you may exile a card from your hand with a number of time counters on it equal to its mana value. If it doesn't have suspend, it gains suspend.

2: Target creature with power 3 or less can't be blocked this turn.

3/2

R 0562
WHO • EN
Tyler Walpole

© BBC
™ & © 2023 Wizards of the Coast

THE ELEVENTH DOCTOR 1

LEGENDARY CREATURE — TIME LORD DOCTOR

I. AM. TALKING! — Whenever The Eleventh Doctor deals combat damage to a player, you may exile a card from your hand with a number of time counters on it equal to its mana value. If it doesn't have suspend, it gains suspend.

2: Target creature with power 3 or less can't be blocked this turn.

3/2

R 0562
WHO • EN
Tyler Walpole

© BBC
™ & © 2023 Wizards of the Coast

THE ELEVENTH DOCTOR 1

LEGENDARY CREATURE — TIME LORD DOCTOR

I. AM. TALKING! — Whenever The Eleventh Doctor deals combat damage to a player, you may exile a card from your hand with a number of time counters on it equal to its mana value. If it doesn't have suspend, it gains suspend.

2: Target creature with power 3 or less can't be blocked this turn.

3/2

R 0562
WHO • EN
Tyler Walpole

© BBC
™ & © 2023 Wizards of the Coast

THE ELEVENTH DOCTOR 1

LEGENDARY CREATURE — TIME LORD DOCTOR

I. AM. TALKING! — Whenever The Eleventh Doctor deals combat damage to a player, you may exile a card from your hand with a number of time counters on it equal to its mana value. If it doesn't have suspend, it gains suspend.

2: Target creature with power 3 or less can't be blocked this turn.

3/2

R 0562
WHO • EN
Tyler Walpole

© BBC
™ & © 2023 Wizards of the Coast

THE ELEVENTH DOCTOR 1

LEGENDARY CREATURE — TIME LORD DOCTOR

I. AM. TALKING! — Whenever The Eleventh Doctor deals combat damage to a player, you may exile a card from your hand with a number of time counters on it equal to its mana value. If it doesn't have suspend, it gains suspend.

2: Target creature with power 3 or less can't be blocked this turn.

3/2

R 0562
WHO • EN
Tyler Walpole

© BBC
™ & © 2023 Wizards of the Coast

THE ELEVENTH DOCTOR 1

LEGENDARY CREATURE — TIME LORD DOCTOR

I. AM. TALKING! — Whenever The Eleventh Doctor deals combat damage to a player, you may exile a card from your hand with a number of time counters on it equal to its mana value. If it doesn't have suspend, it gains suspend.

2: Target creature with power 3 or less can't be blocked this turn.

3/2

R 0562
WHO • EN
Tyler Walpole

© BBC
™ & © 2023 Wizards of the Coast

THE ELEVENTH DOCTOR 1

LEGENDARY CREATURE — TIME LORD DOCTOR

I. AM. TALKING! — Whenever The Eleventh Doctor deals combat damage to a player, you may exile a card from your hand with a number of time counters on it equal to its mana value. If it doesn't have suspend, it gains suspend.

2: Target creature with power 3 or less can't be blocked this turn.

3/2

R 0562
WHO • EN
Tyler Walpole

© BBC
™ & © 2023 Wizards of the Coast