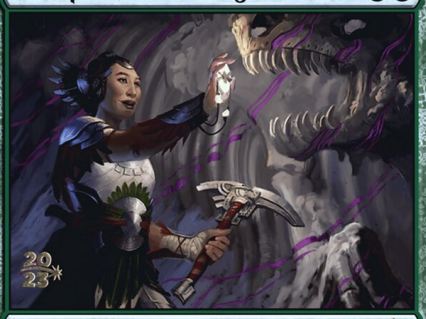
Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

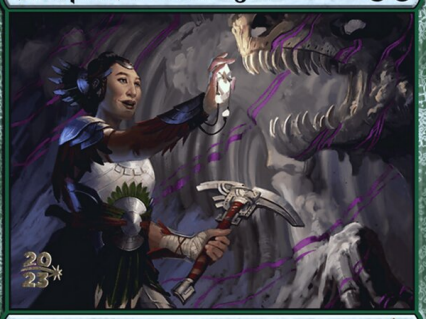
You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

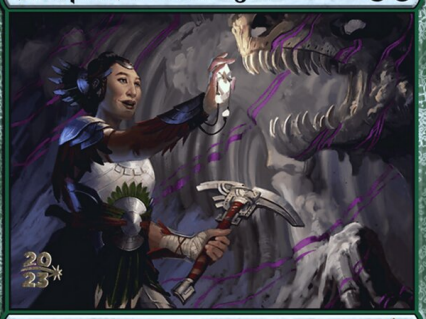
You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

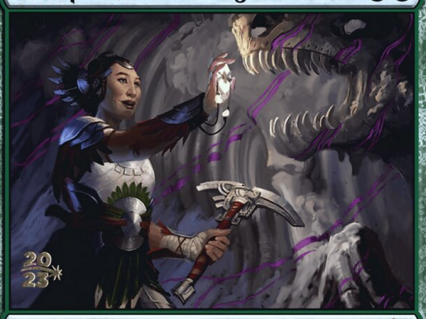
You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}



Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast

Intrepid Paleontologist {1}{G}

Creature — Human Druid

{T}: Add one mana of any color.

{2}: Exile target card from a graveyard.

You may cast Dinosaur creature spells from among cards you own exiled with Intrepid Paleontologist. If you cast a spell this way, that creature enters the battlefield with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

2/2

R 0193
LCI ★ EN Irina Nordsol

™ & © 2023 Wizards of the Coast