
Intrepid Paleontologist 1
Creature — Human Druid
T: Add one mana of any color.
2, T: 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
Creature — Human Druid
T: Add one mana of any color.
2, T: 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
Creature — Human Druid
T: Add one mana of any color.
2, T: 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
Creature — Human Druid
T: Add one mana of any color.
2, T: 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