Trailblazing Historian 1R



Creature — Human Shaman

Haste

T: Another target creature gains haste until end of turn.

Spells once used to traverse Lorehold excavation sites were swiftly repurposed to keep the students one step ahead of the Invasion Tree's grasp.

1/3

C 0168
MOM • EN ✍ Jason A. Engle

™ & © 2023 Wizards of the Coast

Trailblazing Historian 1R

Creature — Human Shaman

Haste

T: Another target creature gains haste until end of turn.

Spells once used to traverse Lorehold excavation sites were swiftly repurposed to keep the students one step ahead of the Invasion Tree's grasp.

1/3

C 0168
MOM • EN ✍ Jason A. Engle

™ & © 2023 Wizards of the Coast

Trailblazing Historian 1R

Creature — Human Shaman

Haste

T: Another target creature gains haste until end of turn.

Spells once used to traverse Lorehold excavation sites were swiftly repurposed to keep the students one step ahead of the Invasion Tree's grasp.

1/3

C 0168
MOM • EN ✍ Jason A. Engle

™ & © 2023 Wizards of the Coast

Trailblazing Historian 1R

Creature — Human Shaman

Haste

T: Another target creature gains haste until end of turn.

Spells once used to traverse Lorehold excavation sites were swiftly repurposed to keep the students one step ahead of the Invasion Tree's grasp.

1/3

C 0168
MOM • EN ✍ Jason A. Engle

™ & © 2023 Wizards of the Coast

Trailblazing Historian 1R

Creature — Human Shaman

Haste

T: Another target creature gains haste until end of turn.

Spells once used to traverse Lorehold excavation sites were swiftly repurposed to keep the students one step ahead of the Invasion Tree's grasp.

1/3

C 0168
MOM • EN ✍ Jason A. Engle

™ & © 2023 Wizards of the Coast

Trailblazing Historian 1R

Creature — Human Shaman

Haste

T: Another target creature gains haste until end of turn.

Spells once used to traverse Lorehold excavation sites were swiftly repurposed to keep the students one step ahead of the Invasion Tree's grasp.

1/3

C 0168
MOM • EN ✍ Jason A. Engle

™ & © 2023 Wizards of the Coast

Trailblazing Historian 1R

Creature — Human Shaman

Haste

T: Another target creature gains haste until end of turn.

Spells once used to traverse Lorehold excavation sites were swiftly repurposed to keep the students one step ahead of the Invasion Tree's grasp.

1/3

C 0168
MOM • EN ✍ Jason A. Engle

™ & © 2023 Wizards of the Coast

Trailblazing Historian 1R

Creature — Human Shaman

Haste

T: Another target creature gains haste until end of turn.

Spells once used to traverse Lorehold excavation sites were swiftly repurposed to keep the students one step ahead of the Invasion Tree's grasp.

1/3

C 0168
MOM • EN ✍ Jason A. Engle

™ & © 2023 Wizards of the Coast

Trailblazing Historian 1R

Creature — Human Shaman

Haste

T: Another target creature gains haste until end of turn.

Spells once used to traverse Lorehold excavation sites were swiftly repurposed to keep the students one step ahead of the Invasion Tree's grasp.

1/3

C 0168
MOM • EN ✍ Jason A. Engle

™ & © 2023 Wizards of the Coast