Nantuko Shaman 2G



Creature — Insect Shaman

When Nantuko Shaman enters the battlefield, if you control no tapped lands, draw a card.

Suspend 1—2GG *(Rather than cast this card from your hand, you may pay 2GG and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost. It has haste.)*

3/2

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