Nantuko Shaman
Creature — Insect Shaman
When Nantuko Shaman enters the battlefield, if you control no tapped lands, draw a card.
Suspend 1—2 (Rather than cast this card from your hand, you may pay 2 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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