

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

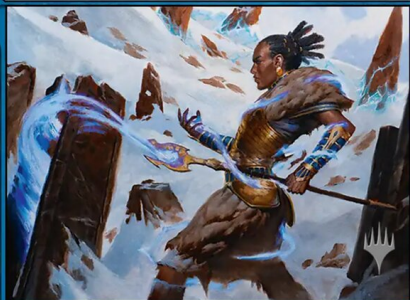
Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

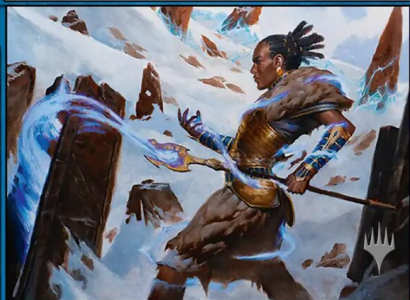
Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun 1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220
ERA : EN : GRZEGORZ RUTKOWSKI

TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

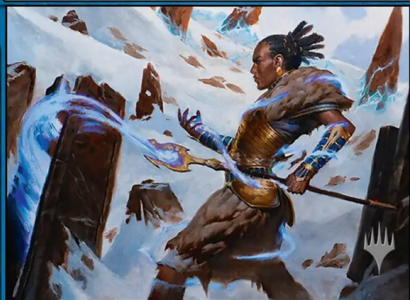
Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast

Samut, Tyrant of Naktamun

1



Legendary Creature — Human Wizard

Instant and sorcery spells you control have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Everything in her wake stills, then stops.

2/1

R 0220 FRA • EN GRZEGORZ RUTKOWSKI TM & © 2026 Wizards of the Coast