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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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

221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast

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
221/289 C
TSR • EN Daren Bader
™ & © 2020 Wizards of the Coast