Phantom Nantuko 2G



Creature — Insect Spirit

Trample

Phantom Nantuko enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1 counter from Phantom Nantuko.

G: Put a +1/+1 counter on Phantom Nantuko.

0/0

Wayne England

™ & © 2013 Wizards of the Coast 160/356

Phantom Nantuko 2G



Creature — Insect Spirit

Trample

Phantom Nantuko enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1 counter from Phantom Nantuko.

G: Put a +1/+1 counter on Phantom Nantuko.

0/0

Wayne England

™ & © 2013 Wizards of the Coast 160/356

Phantom Nantuko 2G



Creature — Insect Spirit

Trample

Phantom Nantuko enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1 counter from Phantom Nantuko.

G: Put a +1/+1 counter on Phantom Nantuko.

0/0

Wayne England

™ & © 2013 Wizards of the Coast 160/356

Phantom Nantuko 2G



Creature — Insect Spirit

Trample

Phantom Nantuko enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1 counter from Phantom Nantuko.

G: Put a +1/+1 counter on Phantom Nantuko.

0/0

Wayne England

™ & © 2013 Wizards of the Coast 160/356