Agent of Shauku



Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku



Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku



Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku



Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1

Agent of Shauku

Creature — Mercenary

1, Sacrifice a land: Target creature gets +2/+0 until end of turn.

"Go ahead. Take it. You'll be so very powerful . . . and what harm can it do?"

Illus. Donato Giancola
©1993–2000 Wizards of the Coast, Inc. 55/143

1/1