Vexing Shusher



Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher



Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher



Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher



Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301

Vexing Shusher

Creature — Goblin Shaman

Vexing Shusher can't be countered.

: Target spell can't be countered by spells or abilities.

The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhh."

2/2

—Cyril Van Der Haegen

™ & © 2003–2008 Wizards of the Coast, Inc. ★222/301