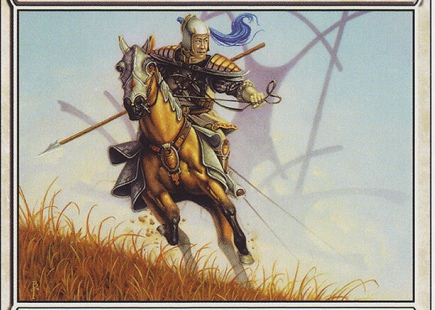
Master Decoy 1



Creature — Human Soldier

, : Tap target creature.

A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again.

Ben Thompson

1/2

™ & © 1993–2005 Wizards of the Coast, Inc. 27/350

Master Decoy 1



Creature — Human Soldier

, : Tap target creature.

A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again.

Ben Thompson

1/2

™ & © 1993–2005 Wizards of the Coast, Inc. 27/350

Master Decoy 1



Creature — Human Soldier

, : Tap target creature.

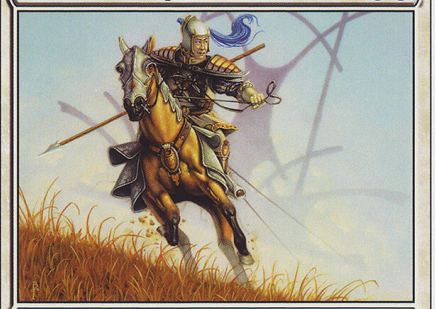
A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again.

Ben Thompson

1/2

™ & © 1993–2005 Wizards of the Coast, Inc. 27/350

Master Decoy 1



Creature — Human Soldier

, : Tap target creature.

A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again.

Ben Thompson

1/2

™ & © 1993–2005 Wizards of the Coast, Inc. 27/350

Master Decoy 1



Creature — Human Soldier

, : Tap target creature.

A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again.

Ben Thompson

1/2

™ & © 1993–2005 Wizards of the Coast, Inc. 27/350

Master Decoy 1



Creature — Human Soldier

, : Tap target creature.

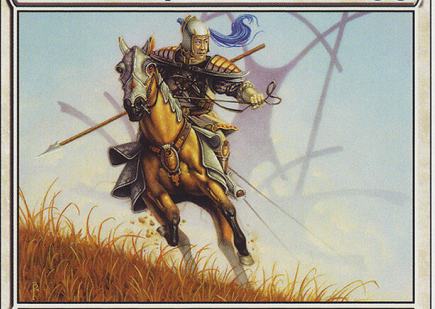
A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again.

Ben Thompson

1/2

™ & © 1993–2005 Wizards of the Coast, Inc. 27/350

Master Decoy 1



Creature — Human Soldier

, : Tap target creature.

A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again.

Ben Thompson

1/2

™ & © 1993–2005 Wizards of the Coast, Inc. 27/350

Master Decoy 1



Creature — Human Soldier

, : Tap target creature.

A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again.

Ben Thompson

1/2

™ & © 1993–2005 Wizards of the Coast, Inc. 27/350

Master Decoy 1



Creature — Human Soldier

, : Tap target creature.

A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again.

Ben Thompson

1/2

™ & © 1993–2005 Wizards of the Coast, Inc. 27/350