

Zhalfirin Decoy

1*



Creature – Human Soldier

©: Tap target creature. Activate only if you had a creature enter the battlefield under your control this turn.

PAUL SCOTT CANAVAN

1/3

Zhalfirin Decoy

1*



Creature – Human Soldier

©: Tap target creature. Activate only if you had a creature enter the battlefield under your control this turn.

PAUL SCOTT CANAVAN

1/3

Zhalfirin Decoy

1*



Creature – Human Soldier

©: Tap target creature. Activate only if you had a creature enter the battlefield under your control this turn.

PAUL SCOTT CANAVAN

1/3

Zhalfirin Decoy

1*



Creature – Human Soldier

©: Tap target creature. Activate only if you had a creature enter the battlefield under your control this turn.

PAUL SCOTT CANAVAN

1/3

Zhalfirin Decoy

1*



Creature – Human Soldier

©: Tap target creature. Activate only if you had a creature enter the battlefield under your control this turn.

PAUL SCOTT CANAVAN

1/3

Zhalfirin Decoy

1*



Creature – Human Soldier

©: Tap target creature. Activate only if you had a creature enter the battlefield under your control this turn.

PAUL SCOTT CANAVAN

1/3

Zhalfirin Decoy

1*



Creature – Human Soldier

©: Tap target creature. Activate only if you had a creature enter the battlefield under your control this turn.

PAUL SCOTT CANAVAN

1/3

Zhalfirin Decoy

1*



Creature – Human Soldier

©: Tap target creature. Activate only if you had a creature enter the battlefield under your control this turn.

PAUL SCOTT CANAVAN

1/3

Zhalfirin Decoy

1*



Creature – Human Soldier

©: Tap target creature. Activate only if you had a creature enter the battlefield under your control this turn.

PAUL SCOTT CANAVAN

1/3