

Nomad Decoy

2



Creature — Human Nomad

*****, **U**: Tap target creature.

Threshold — ******, **U**: Tap two target creatures. Activate only if seven or more cards are in your graveyard.

If you can take something from a nomad, it's probably bait.

1/2

017/261 C
DMR • EN PETE VENTERS

™ & © 2023 Wizards of the Coast

Nomad Decoy

2



Creature — Human Nomad

*****, **U**: Tap target creature.

Threshold — ******, **U**: Tap two target creatures. Activate only if seven or more cards are in your graveyard.

If you can take something from a nomad, it's probably bait.

1/2

017/261 C
DMR • EN PETE VENTERS

™ & © 2023 Wizards of the Coast

Nomad Decoy

2



Creature — Human Nomad

*****, **U**: Tap target creature.

Threshold — ******, **U**: Tap two target creatures. Activate only if seven or more cards are in your graveyard.

If you can take something from a nomad, it's probably bait.

1/2

017/261 C
DMR • EN PETE VENTERS

™ & © 2023 Wizards of the Coast

Nomad Decoy

2



Creature — Human Nomad

*****, **U**: Tap target creature.

Threshold — ******, **U**: Tap two target creatures. Activate only if seven or more cards are in your graveyard.

If you can take something from a nomad, it's probably bait.

1/2

017/261 C
DMR • EN PETE VENTERS

™ & © 2023 Wizards of the Coast