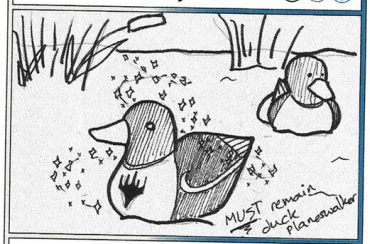
Personal Decoy 5



Planeswalker — Duck

CARDNAME enters the battlefield with a number of loyalty counters on it equal to your life total. If it would leave the battlefield, exile it instead of putting it anywhere else. You can't be attacked.

+1: You gain 1 life.

−4: Draw a card.

TEST CARD - *Not for constructed play* *

™ & © 2019 Wizards of the Coast

Personal Decoy 5

MUST remain duck Planeswalker

Planeswalker — Duck

CARDNAME enters the battlefield with a number of loyalty counters on it equal to your life total. If it would leave the battlefield, exile it instead of putting it anywhere else. You can't be attacked.

+1: You gain 1 life.

−4: Draw a card.

TEST CARD - *Not for constructed play* *

™ & © 2019 Wizards of the Coast

Personal Decoy 5

MUST remain duck Planeswalker

Planeswalker — Duck

CARDNAME enters the battlefield with a number of loyalty counters on it equal to your life total. If it would leave the battlefield, exile it instead of putting it anywhere else. You can't be attacked.

+1: You gain 1 life.

−4: Draw a card.

TEST CARD - *Not for constructed play* *

™ & © 2019 Wizards of the Coast

Personal Decoy 5

MUST remain duck Planeswalker

Planeswalker — Duck

CARDNAME enters the battlefield with a number of loyalty counters on it equal to your life total. If it would leave the battlefield, exile it instead of putting it anywhere else. You can't be attacked.

+1: You gain 1 life.

−4: Draw a card.

TEST CARD - *Not for constructed play* *

™ & © 2019 Wizards of the Coast

Personal Decoy 5

MUST remain duck Planeswalker

Planeswalker — Duck

CARDNAME enters the battlefield with a number of loyalty counters on it equal to your life total. If it would leave the battlefield, exile it instead of putting it anywhere else. You can't be attacked.

+1: You gain 1 life.

−4: Draw a card.

TEST CARD - *Not for constructed play* *

™ & © 2019 Wizards of the Coast

Personal Decoy 5

MUST remain duck Planeswalker

Planeswalker — Duck

CARDNAME enters the battlefield with a number of loyalty counters on it equal to your life total. If it would leave the battlefield, exile it instead of putting it anywhere else. You can't be attacked.

+1: You gain 1 life.

−4: Draw a card.

TEST CARD - *Not for constructed play* *

™ & © 2019 Wizards of the Coast

Personal Decoy 5

MUST remain duck Planeswalker

Planeswalker — Duck

CARDNAME enters the battlefield with a number of loyalty counters on it equal to your life total. If it would leave the battlefield, exile it instead of putting it anywhere else. You can't be attacked.

+1: You gain 1 life.

−4: Draw a card.

TEST CARD - *Not for constructed play* *

™ & © 2019 Wizards of the Coast

Personal Decoy 5

MUST remain duck Planeswalker

Planeswalker — Duck

CARDNAME enters the battlefield with a number of loyalty counters on it equal to your life total. If it would leave the battlefield, exile it instead of putting it anywhere else. You can't be attacked.

+1: You gain 1 life.

−4: Draw a card.

TEST CARD - *Not for constructed play* *

™ & © 2019 Wizards of the Coast

Personal Decoy 5

MUST remain duck Planeswalker

Planeswalker — Duck

CARDNAME enters the battlefield with a number of loyalty counters on it equal to your life total. If it would leave the battlefield, exile it instead of putting it anywhere else. You can't be attacked.

+1: You gain 1 life.

−4: Draw a card.

TEST CARD - *Not for constructed play* *

™ & © 2019 Wizards of the Coast