Rhys the Redeemed



Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed



Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed



Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed



Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301

Rhys the Redeemed

Legendary Creature — Elf Warrior

2 , : Put a 1/1 green and white Elf Warrior creature token into play.

4 , , : For each creature token you control, put a token into play that's a copy of that creature.

Whole again in honor and horn.

Steve Prescott

1/1

™ & © 1993-2008 Wizards of the Coast, Inc. 237/301