Rhys, the Evermore {1}{G}



Legendary Creature — Elf Warrior

Flash

When Rhys enters, another target creature you control gains persist until end of turn. *(When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

{G}, {T}: Remove any number of counters from target creature you control. Activate only as a sorcery.

2/2

R 0032
ECL • EN Kai Carpenter

™ & © 2026 Wizards of the Coast

Rhys, the Evermore {1}{G}

Legendary Creature — Elf Warrior

Flash

When Rhys enters, another target creature you control gains persist until end of turn. *(When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

{G}, {T}: Remove any number of counters from target creature you control. Activate only as a sorcery.

2/2

R 0032
ECL • EN Kai Carpenter

™ & © 2026 Wizards of the Coast

Rhys, the Evermore {1}{G}

Legendary Creature — Elf Warrior

Flash

When Rhys enters, another target creature you control gains persist until end of turn. *(When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

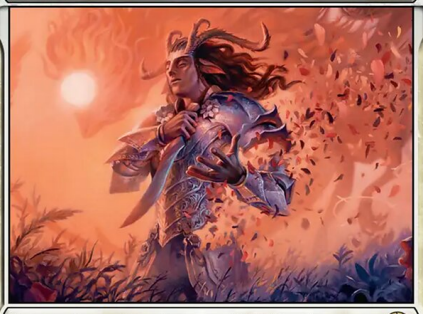
{G}, {T}: Remove any number of counters from target creature you control. Activate only as a sorcery.

2/2

R 0032
ECL • EN Kai Carpenter

™ & © 2026 Wizards of the Coast

Rhys, the Evermore {1}{G}



Legendary Creature — Elf Warrior

Flash

When Rhys enters, another target creature you control gains persist until end of turn. *(When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

{G}, {T}: Remove any number of counters from target creature you control. Activate only as a sorcery.

2/2

R 0032
ECL • EN Kai Carpenter

™ & © 2026 Wizards of the Coast

Rhys, the Evermore {1}{G}

Legendary Creature — Elf Warrior

Flash

When Rhys enters, another target creature you control gains persist until end of turn. *(When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

{G}, {T}: Remove any number of counters from target creature you control. Activate only as a sorcery.

2/2

R 0032
ECL • EN Kai Carpenter

™ & © 2026 Wizards of the Coast

Rhys, the Evermore {1}{G}

Legendary Creature — Elf Warrior

Flash

When Rhys enters, another target creature you control gains persist until end of turn. *(When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

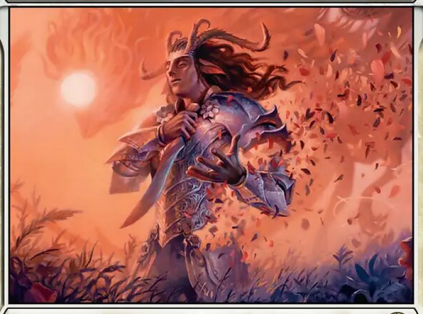
{G}, {T}: Remove any number of counters from target creature you control. Activate only as a sorcery.

2/2

R 0032
ECL • EN Kai Carpenter

™ & © 2026 Wizards of the Coast

Rhys, the Evermore {1}{G}



Legendary Creature — Elf Warrior

Flash

When Rhys enters, another target creature you control gains persist until end of turn. *(When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

{G}, {T}: Remove any number of counters from target creature you control. Activate only as a sorcery.

2/2

R 0032
ECL • EN Kai Carpenter

™ & © 2026 Wizards of the Coast

Rhys, the Evermore {1}{G}

Legendary Creature — Elf Warrior

Flash

When Rhys enters, another target creature you control gains persist until end of turn. *(When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

{G}, {T}: Remove any number of counters from target creature you control. Activate only as a sorcery.

2/2

R 0032
ECL • EN Kai Carpenter

™ & © 2026 Wizards of the Coast

Rhys, the Evermore {1}{G}

Legendary Creature — Elf Warrior

Flash

When Rhys enters, another target creature you control gains persist until end of turn. *(When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)*

{G}, {T}: Remove any number of counters from target creature you control. Activate only as a sorcery.

2/2

R 0032
ECL • EN Kai Carpenter

™ & © 2026 Wizards of the Coast