**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301

**Safehold Elite** 1 G



**Creature — Elf Scout**

Persist *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 239/301