Rafiq of the Many 1 🌳 ✳ 💧



Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧



Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧



Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧



Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15

Rafiq of the Many 1 🌳 ✳ 💧

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 10/15