**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