Graypelt Refuge



Land

Graypelt Refuge enters the battlefield tapped.
When Graypelt Refuge enters the battlefield, you gain 1 life.
{T}: Add {G} or {W}.

"As long as the Shire remains safe, I shall find wandering more bearable; somewhere there is a firm foothold, even if I cannot return."
—Frodo

U 0316
LTC • EN Erikas Perl
© MEE
™ & © 2023 Wizards of the Coast

Graypelt Refuge

Land

Graypelt Refuge enters the battlefield tapped.
When Graypelt Refuge enters the battlefield, you gain 1 life.
{T}: Add {G} or {W}.

"As long as the Shire remains safe, I shall find wandering more bearable; somewhere there is a firm foothold, even if I cannot return."
—Frodo

U 0316
LTC • EN Erikas Perl
© MEE
™ & © 2023 Wizards of the Coast

Graypelt Refuge

Land

Graypelt Refuge enters the battlefield tapped.
When Graypelt Refuge enters the battlefield, you gain 1 life.
{T}: Add {G} or {W}.

"As long as the Shire remains safe, I shall find wandering more bearable; somewhere there is a firm foothold, even if I cannot return."
—Frodo

U 0316
LTC • EN Erikas Perl
© MEE
™ & © 2023 Wizards of the Coast

Graypelt Refuge



Land

Graypelt Refuge enters the battlefield tapped.
When Graypelt Refuge enters the battlefield, you gain 1 life.
{T}: Add {G} or {W}.

"As long as the Shire remains safe, I shall find wandering more bearable; somewhere there is a firm foothold, even if I cannot return."
—Frodo

U 0316
LTC • EN Erikas Perl
© MEE
™ & © 2023 Wizards of the Coast

Graypelt Refuge

Land

Graypelt Refuge enters the battlefield tapped.
When Graypelt Refuge enters the battlefield, you gain 1 life.
{T}: Add {G} or {W}.

"As long as the Shire remains safe, I shall find wandering more bearable; somewhere there is a firm foothold, even if I cannot return."
—Frodo

U 0316
LTC • EN Erikas Perl
© MEE
™ & © 2023 Wizards of the Coast

Graypelt Refuge

Land

Graypelt Refuge enters the battlefield tapped.
When Graypelt Refuge enters the battlefield, you gain 1 life.
{T}: Add {G} or {W}.

"As long as the Shire remains safe, I shall find wandering more bearable; somewhere there is a firm foothold, even if I cannot return."
—Frodo

U 0316
LTC • EN Erikas Perl
© MEE
™ & © 2023 Wizards of the Coast

Graypelt Refuge



Land

Graypelt Refuge enters the battlefield tapped.
When Graypelt Refuge enters the battlefield, you gain 1 life.
{T}: Add {G} or {W}.

"As long as the Shire remains safe, I shall find wandering more bearable; somewhere there is a firm foothold, even if I cannot return."
—Frodo

U 0316
LTC • EN Erikas Perl
© MEE
™ & © 2023 Wizards of the Coast

Graypelt Refuge

Land

Graypelt Refuge enters the battlefield tapped.
When Graypelt Refuge enters the battlefield, you gain 1 life.
{T}: Add {G} or {W}.

"As long as the Shire remains safe, I shall find wandering more bearable; somewhere there is a firm foothold, even if I cannot return."
—Frodo

U 0316
LTC • EN Erikas Perl
© MEE
™ & © 2023 Wizards of the Coast

Graypelt Refuge

Land

Graypelt Refuge enters the battlefield tapped.
When Graypelt Refuge enters the battlefield, you gain 1 life.
{T}: Add {G} or {W}.

"As long as the Shire remains safe, I shall find wandering more bearable; somewhere there is a firm foothold, even if I cannot return."
—Frodo

U 0316
LTC • EN Erikas Perl
© MEE
™ & © 2023 Wizards of the Coast