Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge



Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub

Graypelt Refuge

Land

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

249/302 U
C19 • EN
™ & © 2019 Wizards of the Coast
Philip Straub