Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace



Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

The elfhames are the closest thing to "civilization" the elves allow themselves.

Anthony S. Waters

™ & © 1993–2003 Wizards of the Coast, Inc. 324/350