Joiner Adept 1G



Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G



Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G



Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G



Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165

Joiner Adept 1G

Creature — Elf Druid

Lands you control have "T: Add one mana of any color to your mana pool."

A talented apprentice makes all things. The master makes all things possible.

Christopher Rush

2/1

™ & © 1993-2004 Wizards of the Coast, Inc. 89/165