

Brown Ouphe 



Creature — Ouphe 

1 ♠, ♣: Counter target activated ability from an artifact source. (*Mana abilities can't be countered.*)

In a strange twist of fate, one of the most annoying creatures in the multiverse was brought to the place where it could cause the most damage.

—Greg Hildebrandt

1/1

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Tel-Jilad Chosen 



Creature — Elf Warrior 

Protection from artifacts

"It is my honor to keep safe Tel-Jilad's secrets, not to know them."

—Matthew D. Wilson

2/1

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Slith Predator 



Creature — Slith 

Trample

Whenever Slith Predator deals combat damage to a player, put a +1/+1 counter on it.

Born amid the molten metal of the Great Furnace, the slith have more than adapted to the perils of a metal world.

—Justin Sweet

1/1

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Viridian Shaman 



Creature — Elf Shaman 

When Viridian Shaman enters the battlefield, destroy target artifact.

She stands as a living symbol of the natural world and an enemy of the forces that threaten it.

—Scott M. Fischer

2/2

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Tel-Jilad Exile 



Creature — Troll Warrior 

1 ♠: Regenerate Tel-Jilad Exile.

For his crimes, he was made to forget all the trolls' secrets. Now he knows only that he is outcast, but not why.

—Justin Sweet

2/3

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Tel-Jilad Archers 



Creature — Elf Archer 

Protection from artifacts

Tel-Jilad Archers may block as though it had flying.

They are extensions of the Tangle, stretching its vines into the furthest reaches of the sky.

—Marcelo Vignali

2/4

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Cacciatore di Fangren 



Creatura — Bestia 

Travolgere

Quelle grosse danno la caccia agli elfi; gli elfi a loro volta danno la caccia a quelle piccole, per impedire loro di crescere.

—Darrell Riche

4/4

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Trolls of Tel-Jilad 



Creature — Troll Shaman 

1 ♠: Regenerate target green creature.

"The secret of this world weighs upon us, and we have been shaped by time and duty to bear it."

—Marcelo Vignali

5/6

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Plated Slagwurm 



Creature — Wurm 

Hexproof (*This creature can't be the target of spells or abilities your opponents control.*)

Beneath the Tangle, the wurm tunnels stretch . . . wide as a stone's throw, long as forever, deep as you dare.

—Justin Sweet

8/8

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Living Hive 6 



Creature — Elemental Insect 

Trample
Whenever Living Hive deals combat damage to a player, put that many 1/1 green Insect creature tokens onto the battlefield.

In its center is a single red ant, a queen that regulates the hive's movements.

—Anthony S. Waters 6/6
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Copper Myr 2 





Artifact Creature — Myr 


: Add  to your mana pool.

The myr are like verdigris: an ever-present patina on the surface of a metal world.

—Alan Pollack 1/1
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Needlebug 4 



Artifact Creature — Insect 

Protection from artifacts
You may play Needlebug any time you could play an instant.

Near Tel-filad, the Tangle is almost silent, save for the trolls' chants and the skittering of needlebugs.

—Paolo Parente 2/2
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Battlegrowth 



Instant 

Put a +1/+1 counter on target creature.

"I would gladly die for the forest, but I'm much better at killing for it."

—John Matson
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Assalto del Predatore 1 



Istantaneo 

La creatura bersaglio prende +3/+3 e guadagna travolgere fino alla fine del turno.

Se lo senti arrivare, significa che non sei la sua preda.

—Tony Szczudlo
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Deconstruct 2 



Sorcery 

Destroy target artifact. Then add    to your mana pool.

"Nothing in this world, not even magic, likes to be caged."

—D. Alexander Gregory
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Journey of Discovery 2 



Sorcery 

Choose one — Search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle your library; or you may play up to two additional lands this turn.

Entwine 2  (Choose both if you pay the entwine cost.)

—John Matson
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Odore del Sangue 3 



Istantaneo 

Tutte le creature che possono bloccare la creatura bersaglio in questo turno lo fanno.

Per studiare i predatori del Groviglio, sono necessarie due persone: una che guardi dall'alto e l'altra che corra a più non posso.

—Matt Cavotta
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Creeping Mold 2  



Sorcery 

Destroy target artifact, enchantment, or land.

—CLIFF CHILDS

