

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306

Tree of Tales



Artifact Land

(Tree of Tales isn't a spell.)

☞: Add ♣ to your mana pool.

Têl-ÿlad, sanctum of the ancient trolls, keepers of the secret of Mirrodin's origin.

John Avon

™ & © 1993–2003 Wizards of the Coast, Inc. 283/306