AI_LAND

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COLLABORATORS

	TITLE : AI_LAND		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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                    Alliances - Land Cards


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1.2 Balduvian Trading Post

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Balduvian Trading Post

Rarity  = AI(R2)
Type    = Land
Artist  = Tom Wanerstrand

Text(AI): When Balduvian Trading Post comes into play, sacrifice
        an untapped mountain or bury Balduvian Trading Post.
        <T>: Add <1R> to your mana pool.
        <1T>: Balduvian Trading Post deals 1 damage to target
        attacking creature.
```

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    Rulings
```

1.3   Heart of Yavimaya

```
Heart of Yavimaya

Rarity  = AI(R2)
Type    = Land
Artist  = Pete Venters

Text(AI): When Heart of Yavimaya comes into play, sacrifice
          a forest or bury Heart of Yavimaya.
          <T>: Add <G> to your mana pool.
          <T>: Target creature gets +1/+1 until end of turn.

    Rulings
```

1.4   Kjeldoran Outpost

```
Kjeldoran Outpost

Rarity  = AI(R2)
Type    = Land
Artist  = Jeff A. Menges

Text(AI): When Kjeldoran Outpost comes into play, sacrifice
          a plains or bury Kjeldoran Outpost.
          <T>: Add <W> to your mana pool.
          <1WT>: Put a soldier token into play. Treat this
          token as a 1/1 white creature.

    Rulings
```

1.5   Lake of the Dead

```
Lake of the Dead

Rarity  = AI(R2)
Type    = Land
Artist  = Pete Venters

Text(AI): When Lake of the Dead comes into play, sacrifice
          a swamp or bury Lake of the Dead.
          <T>: Add <B> to your mana pool.
          <T>: Sacrifice a swamp to add <BBBB> to your mana pool.

    Rulings
```

1.6   School of the Unseen

```
School of the Unseen

Rarity  = AI(U2)
Type    = Land
Artist  = Pat Morrissey

Text(AI): <T>: Add one colorless mana to your mana pool.
          <2T>: Add one mana of any color to your mana pool.

Flavor Text: After the terrible retribution visited upon Lat-Nam, this
             school of mages chose to hide from the eyes of the world.

  NO RULINGS
```

1.7   Sheltered Valley

```
Sheltered Valley

Rarity  = AI(R2)
Type    = Land
Artist  = Rob Alexander

Text(AI): When Sheltered Valley comes into play, bury any other Sheltered
          Valley you control. During your upkeep, if you control three or
          fewer lands, gain 1 life.
          <T>: Add one colorless mana to your mana pool.

  Rulings
```

1.8   Soldevi Excavations

```
Soldevi Excavations

Rarity  = AI(R2)
Type    = Land
Artist  = Liz Danforth

Text(AI): When Soldevi Excavations comes into play, sacrifice
          an untapped island or bury Soldevi Excavations.
          <T>: Add <1U> to your mana pool.
          <1T>: Look at the top card of your library. You may
          put that card on the bottom of your library.

  Rulings
```

1.9   Thawing Glaciers

Thawing Glaciers

Rarity = AI(R2)
Type   = Land
Artist = Jeff A. Menges

Text(AI): Comes into play tapped.
          <1T>: Search your library for a basic land and put it into
          play tapped. This does not count towards your one land per
          turn limit. Shuffle your library afterwards. At the end of
          turn, return Thawing Glaciers to owner's hand.

    Rulings