

FE_LAND

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	<i>TITLE :</i> FE_LAND		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	FE_LAND	1
1.1	Fallen Empires - Land Cards	1
1.2	Bottomless Vault	1
1.3	Dwarven Hold	2
1.4	Dwarven Ruins	2
1.5	Ebon Stronghold	2
1.6	Havenwood Battleground	3
1.7	Hollow Trees	3
1.8	Icatian Store	3
1.9	Rainbow Vale	4
1.10	Ruins of Trokair	4
1.11	Sand Silos	4
1.12	Svelunite Temple	4

Chapter 1

FE_LAND

1.1 Fallen Empires - Land Cards

Fallen Empires - Land Cards

Bottomless Vault

Dwarven Hold

Dwarven Ruins

Ebon Stronghold

Havenwood Battleground

Hollow Trees

Icatian Store

Rainbow Vale

Ruins of Trokair

Sand Silos

Svyelunite Temple

1.2 Bottomless Vault

Bottomless Vault

Rarity = FE(U1)

Type = Land

Artist = Pat Morrissey

Text (FE): Comes into play tapped. You may choose not to untap Bottomless Vault during your untap phase and instead put a storage counter on it.
<T>: Remove any number of storage counters from Bottomless Vault. For each storage counter removed, add to your mana pool.

Rulings

1.3 Dwarven Hold

Dwarven Hold

Rarity = FE(U1)
Type = Land
Artist = Pat Morrissey

Text (FE): Comes into play tapped. You may choose not to untap Dwarven Hold during your untap phase and instead put a storage counter on it.
<T>: Remove any number of storage counters from Dwarven Hold. For each storage counter removed, add <R> to your mana pool.

Rulings

1.4 Dwarven Ruins

Dwarven Ruins

Rarity = FE(U2)
Type = Land
Artist = Mark Poole

Text (FE): Comes into play tapped.
<T>: Add <R> to your mana pool.
<T>: Sacrifice Dwarven Ruins to add <RR> to your mana pool.

Rulings

1.5 Ebon Stronghold

Ebon Stronghold

Rarity = FE(U2)
Type = Land
Artist = Mark Poole

Text (FE): Comes into play tapped.
<T>: Add to your mana pool.
<T>: Sacrifice Ebon Stronghold to add <BB> to your mana pool.

Rulings

1.6 Havenwood Battleground

Havenwood Battleground

Rarity = FE(U2)
Type = Land
Artist = Mark Poole

Text (FE): Comes into play tapped.
<T>: Add <G> to your mana pool.
<T>: Sacrifice Havenwood Battleground to add <GG> to your mana pool.

Rulings

1.7 Hollow Trees

Hollow Trees

Rarity = FE(U1)
Type = Land
Artist = Pat Morrissey

Text (FE): Comes into play tapped. You may choose not to untap Hollow Trees during your untap phase and instead put a storage counter on it.
<T>: Remove any number of storage counters from Hollow Trees.
For each storage counter removed, add <G> to your mana pool.

Rulings

1.8 Icatian Store

Icatian Store

Rarity = FE(U1)
Type = Land
Artist = Pat Morrissey

Text (FE): Comes into play tapped. You may choose not to untap Icatian Store during your untap phase and instead put a storage counter on it.
<T>: Remove any number of storage counters from Icatian Store.
For each storage counter removed, add <W> to your mana pool.

Rulings

1.9 Rainbow Vale

Rainbow Vale

Rarity = FE(U1)
Type = Land
Artist = Kaja Foglio

Text (FE): <T>: Add 1 mana of any color to your mana pool. Control of Rainbow Vale passes to opponent at end of turn.

Flavor Text: In the feudal days of Icatia, finding the Rainbow Vale was often the goal of Knights' quests.

Rulings

1.10 Ruins of Trokair

Ruins of Trokair

Rarity = FE(U2)
Type = Land
Artist = Mark Poole

Text (FE): Comes into play tapped.
<T>: Add <W> to your mana pool.
<T>: Sacrifice Ruins of Trokair to add <WW> to your mana pool.

Rulings

1.11 Sand Silos

Sand Silos

Rarity = FE(U1)
Type = Land
Artist = Pat Morrissey

Text (FE): Comes into play tapped. You may choose not to untap Sand Silos during your untap phase and instead put a storage counter on it.
<T>: Remove any number of storage counters from Sand Silos. For each storage counter removed, add <U> to your mana pool.

Rulings

1.12 Svyelunite Temple

Svyelunite Temple

Rarity = FE(U2)
Type = Land
Artist = Mark Poole

Text (FE): Comes into play tapped.
<T>: Add <U> to your mana pool.
<T>: Sacrifice Svyelunite Temple to add <UU> to your mana pool.

Rulings
