TP_LAND

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COLLABORATORS

	TITLE : TP_LAND		
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                    Tempest - Land Cards


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1.2   Ancient Tomb

```
Ancient Tomb

Rarity  = TP(U)
Type    = Land
Artist  = Colin MacNeil

Text(TP): <T>: Add two colorless mana to your mana pool. Ancient Tomb
          deals 2 damage to you.

Flavor Text: There is no glory to be gained in the kingdome of the dead.
              ---Vec tomb inscription

 NO RULINGS
```

1.3   Caldera Lake

```
Caldera Lake

Rarity  = TP(R)
Type    = Land
Artist  = L. A. Williams

Text(TP): Caldera Lake comes into play tapped.
          <T>: Add one colorless mana to your mana pool.
          <T>: Add U or R to your mana pool. Caldera Lake deals 1 damage
               to you.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.4   Cinder Marsh

```
Cinder Marsh

Rarity  = TP(U)
Type    = Land
Artist  = John Matson

Text(TP): <T>: Add one colorless mana to your mana pool.
          <T>: Add B or R to your mana pool. Cinder Marsh does not
          untap during your next untap phase.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.5   Ghost Town

Ghost Town

Rarity = TP(U)
Type   = Land
Artist = Tom Wanerstrand

Text(TP): <T>: Add one colorless mana to your mana pool.
          <0>: Return Ghost Town to owner's hand. Use this ability only
          during another player's turn.

Flavor Text: "The air here smells like a grave" ---Crovax

 NO RULINGS

1.6   Maze of Shadows

Maze of Shadows

Rarity = TP(U)
Type   = Land
Artist = D. Alexander Gregory

Text(TP): <T>: Add one colorless mana to your mana pool.
          <T>: Untap target attacking creature with shadow. That creature
          neither deals nor receives combat damage this turn.

Flavor Text: No Flavor Text

 NO RULINGS

1.7   Mogg Hollows

Mogg Hollows

Rarity = TP(U)
Type   = Land
Artist = Jeff Laubenstein

Text(TP): <T>: Add one colorless mana to your mana pool.
          <T>: Add R or G to your mana pool. Mogg Hollows does not
          untap during your next untap phase.

Flavor Text: No Flavor Text

 NO RULINGS

1.8   Pine Barrens

```
Pine Barrens

Rarity  = TP(R)
Type    = Land
Artist  = Rebecca Guay

Text(TP): Pine Barrens comes into play tapped.
          <T>: Add one colorless mana to your mana pool.
          <T>: Add B or G to your mana pool. Pine Barrens deals 1 damage
          to you.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.9 Reflecting Pool

```
Reflecting Pool

Rarity  = TP(R)
Type    = Land
Artist  = Adam Rex

Text(TP): <T>: Add to your mana pool one mana of any type that any land
          you control can produce.

Flavor Text: No Flavor Text

  Rulings
```

1.10 Rootwater Depths

```
Rootwater Depths

Rarity  = TP(U)
Type    = Land
Artist  = Roger Raupp

Text(TP): <T>: Add one colorless mana to your mana pool.
          <T>: Add U or B to your mana pool. Rootwater Depths does not
          untap during your next untap phase.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.11 Salt Flats

```
Salt Flats

Rarity  = TP(R)
Type    = Land
Artist  = Scott Kirschner

Text(TP): Salt Flats comes into play tapped.
          <T>: Add one colorless mana to your mana pool.
          <T>: Add W or B to your mana pool. Salt Flats deals 1 damage to
          you.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.12 Scabland

```
Scabland

Rarity  = TP(R)
Type    = Land
Artist  = Andrew Robinson

Text(TP): Scabland comes into play tapped.
          <T>: Add one colorless mana to your mana pool.
          <T>: Add R or W to your mana pool. Scabland deals 1 damage to
          you.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.13 Skyshroud Forest

```
Skyshroud Forest

Rarity  = TP(R)
Type    = Land
Artist  = Roger Raupp

Text(TP): Skyshroud Forest comes into play tapped.
          <T>: Add one colorless mana to your mana pool.
          <T>: Add U or G to your mana pool. Skyshroud Forest deals 1
          damage to you.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.14   Stalking Stones

```
Stalking Stones

Rarity  = TP(U)
Type    = Land
Artist  = Stephen Daniele

Text(TP): <T>: Add one colorless mana to your mana pool.
          <6>: Stalking Stones becomes a 3/3 artifact creature permanently.
          (This creature still counts as a land.)

Flavor Text: No Flavor Text

 NO RULINGS
```

1.15   Thalakos Lowlands

```
Thalakos Lowlands

Rarity  = TP(U)
Type    = Land
Artist  = Jeff A. Menges

Text(TP): <T>: Add one colorless mana to your mana pool.
          <T>: Add W or U to your mana pool. Thalakos Lowlands does not
          untap during your next untap phase.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.16   Vec Townships

```
Vec Townships

Rarity  = TP(U)
Type    = Land
Artist  = Eric David Anderson

Text(TP): <T>: Add one colorless mana to your mana pool.
          <T>: Add G or W to your mana pool. Vec Townships does not
          untap during your next untap phase.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.17   Wasteland

```
Wasteland

Rarity  = TP(U)
Type    = Land
Artist  = Una Fricker

Text(TP): <T>: Add one colorless mana to your mana pool.
          <T>, Sacrifice Wasteland: Destroy target nonbasic land.

Flavor Text: "The land promises nothing and keeps its promise."
                  ---Oracle en--Vec

 NO RULINGS
```