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

```
Balduvian Trading Post

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

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.
```

```
    Rulings
```

1.3   Heart of Yavimaya

```
Heart of Yavimaya

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

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
Print run =

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
Print run =

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
Print run =

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

 NO RULINGS

1.7 Sheltered Valley

```
Sheltered Valley

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

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
Print run =

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 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
Print run =

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.

 NO RULINGS