

# **AI\_LAND**

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**COLLABORATORS**

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

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# Chapter 1

## AI\_LAND

### 1.1 Alliances - Land Cards

#### Alliances - Land Cards

Balduvian Trading Post

Heart of Yavimaya

Kjeldoran Outpost

Lake of the Dead

School of the Unseen

Sheltered Valley

Soldevi Excavations

Thawing Glaciers

### 1.2 Balduvian Trading Post

Balduvian Trading Post

Rarity = AI (R2)

Type = Land

Artist = Tom Wannerstrand

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

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## 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

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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

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