FE_LAND

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	TITLE : FE_LAND		
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FE_LAND

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              Fallen Empires - Land Cards


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```

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 <B> 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 <B> 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