TP_LAND

Roger Gooren, Christian Gartsen, and Robert Woeltjes

COLLABORATORS

	TITLE : TP_LAND		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Roger Gooren, Christian Gartsen, and Robert Woeltjes	April 18, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

TP_LAND

1.1 Tempest - Land Cards

```
                    Tempest - Land Cards


        Ancient Tomb

        Caldere Lake

        Cinder Marsh
            Forest

        Ghost Town
            Island

        Maze of Shadows

        Mogg Hollows
                    Mountain
        Pine Barrens
                    Plains
        Reflecting Pool

        Rootwater Depths

        Salt Flats

        Scabland

        Skyshroud Forest

        Stalking Stones
            Swamp

        Thalakos Lowlands

        Vec Townships

        Wasteland
```

1.2 Ancient Tomb

```
Ancient Tomb

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

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

 NO RULINGS

1.3 Caldera Lake

```
Caldera Lake

Color  = Land
Rarity = TP(R)
Type   = Land
Cost   =
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.
```

 NO RULINGS

1.4 Cinder Marsh

```
Cinder Marsh

Color  = Land
Rarity = TP(U)
Type   = Land
Cost   =
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.
```

```
 NO RULINGS
```

1.5   Ghost Town

```
Ghost Town

Color   = Land
Rarity  = TP(U)
Type    = Land
Cost    =
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.
```

```
 NO RULINGS
```

1.6   Maze of Shadows

```
Maze of Shadows

Color   = Land
Rarity  = TP(U)
Type    = Land
Cost    =
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.
```

```
 NO RULINGS
```

1.7   Mogg Hollows

```
Mogg Hollows

Color   = Land
Rarity  = TP(U)
Type    = Land
Cost    =
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.
```

NO RULINGS

1.8   Pine Barrens

```
Pine Barrens

Color   = Land
Rarity  = TP(R)
Type    = Land
Cost    =
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.
```

NO RULINGS

1.9   Reflecting Pool

```
Reflecting Pool

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

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

NO RULINGS

1.10   Rootwater Depths

```
Rootwater Depths

Color   = Land
Rarity  = TP(U)
Type    = Land
Cost    =
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.
```

  NO RULINGS

1.11   Salt Flats

```
Salt Flats

Color   = Land
Rarity  = TP(R)
Type    = Land
Cost    =
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.
```

  NO RULINGS

1.12   Scabland

```
Scabland

Color   = Land
Rarity  = TP(R)
Type    = Land
Cost    =
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.
```

  NO RULINGS

1.13   Skyshroud Forest

```
Skyshroud Forest

Color   = Land
Rarity  = TP(R)
Type    = Land
Cost    =
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.

   NO RULINGS

1.14   Stalking Stones

Stalking Stones

Color   = Land
Rarity = TP(U)
Type   = Land
Cost   =
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.)

   NO RULINGS

1.15   Thalakos Lowlands

Thalakos Lowlands

Color   = Land
Rarity = TP(U)
Type   = Land
Cost   =
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.

   NO RULINGS

1.16   Vec Townships

Vec Townships

Color   = Land
Rarity = TP(U)
Type   = Land

```
Cost    =
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.
```

  NO RULINGS

1.17 Wasteland

```
Wasteland

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

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

  NO RULINGS