

# **FE\_LAND**

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**COLLABORATORS**

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|---------------|---------------------------|-------------------|------------------|
|               | <i>TITLE :</i><br>FE_LAND |                   |                  |
| <i>ACTION</i> | <i>NAME</i>               | <i>DATE</i>       | <i>SIGNATURE</i> |
| WRITTEN BY    | Tom de Ruyter             | February 12, 2023 |                  |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
|        |      |             |      |

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# Chapter 1

## FE\_LAND

### 1.1 Fallen Empires - Land Cards

Fallen Empires - Land Cards

Bottomless Vault

Dwarven Hold

Dwarven Ruins

Ebon Stronghold

Havenwood Battleground

Hollow Trees

Icatian Store

Rainbow Vale

Ruins of Trokair

Sand Silos

Svyelunite Temple

### 1.2 Bottomless Vault

Bottomless Vault

Rarity = FE(U1)

Type = Land

Artist = Pat Morrissey

Print run = FE(744,000)

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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  
Print run = FE(744,000)

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  
Print run = FE(1,487,500)

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  
Print run = FE(1,487,500)

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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  
Print run = FE(1,487,500)

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  
Print run = FE(744,000)

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  
Print run = FE(744,000)

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.

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<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  
Print run = FE(744,000)

Text (FE): <T>: Add 1 mana of any color to your mana pool. Control of Rainbow Vale passes to opponent at end of turn.

Rulings

## 1.10 Ruins of Trokair

Ruins of Trokair

Rarity = FE(U2)  
Type = Land  
Artist = Mark Poole  
Print run = FE(1,487,500)

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  
Print run = FE(744,000)

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

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## 1.12 Svyelunite Temple

Svyelunite Temple

Rarity = FE(U2)

Type = Land

Artist = Mark Poole

Print run = FE(1,487,500)

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

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