LG_GOLD

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```

1.2 Adun Oakenshield

```
Adun Oakenshield

Color     = Green/Red/Black
Rarity    = LG(R1)
Type      = Summon Legend (1/2)
Cost      = GRB
Artist    = Jeff A. Menges
Print run = LG(19,500)

Text(LG): <GRBT>: Select one creature from your graveyard and place it in
          your hand.

   Rulings
```

1.3 Angus Mackenzie

```
Angus Mackenzie

Color     = White/Blue/Green
Rarity    = LG(R1)
Type      = Summon Legend (2/2)
Cost      = WUG
Artist    = Bryon Wackwitz
Print run = LG(19,500)

Text(LG): <WUGT>: Creatures attack and block as normal, but none deal any
          damage during combat. All attacking creatures are still tapped.
          Use this ability any time before attack damage is dealt.

   Rulings
```

1.4 Arcades Sabboth

```
Arcades Sabboth

Color     = White/Green/Blue
Rarity    = LG(R1) / CR(U1)
Type      = Summon Elder Dragon Legend (7/7)
Cost      = 2WWGGUU
Artist    = Edward Beard Jr.
Print run = LG(19,500) / CR(516,000)

Text(LG): Flying
          W: +0/+1 until end of turn.
          Your  untapped  creatures gain +0/+2.  Attacking creatures do not
          get  this bonus.  Pay <WGU> during your upkeep or Arcades Sabboth
          is buried.

Text(CR): Flying
          As long as they are not attacking, untapped creatures you control
          get +0/+2.  During  your  upkeep, pay  <WUG>  or  bury  Arcades
          Sabboth.
          <W>: +0/+1 until end of turn.
```

   Rulings

1.5 Axelrod Gunnarson

```
Axelrod Gunnarson

Color     = Black/Red
Rarity    = LG(R1) / CR(U1)
Type      = Summon Legend (5/5)
Cost      = 4BBRR
Artist    = Scott Kirschner
Print run = LG(19,500) / CR(516,000)

Text(LG): Trample
          Each time a creature is placed in the graveyard during a turn in
          which  Axelrod  damaged  it, you  gain 1 life and Axelrod does 1
          damage to target player.

Text(CR): Trample
          Whenever a creature is damaged by Axelrod Gunnarson and put into
          the  graveyard,  you  gain 1  life and Axelrod deals 1 damage to
          target player.
```

   Rulings

1.6 Ayesha Tanaka

```
Ayesha Tanaka
```

```
Color     = Blue/White
Rarity    = LG(R1) / CR(U1)
Type      = Summon Legend (2/2)
Cost      = UUWW
Artist    = Bryon Wackwitz
Print run = LG(19,500) / CR(516,000)
```

Text(LG): Banding
        <T>: Artifact effect which requires an activation cost is
        countered unless its controller spends <W>. This ability is
        played as an interrupt.

Text(CR): Banding
        <T>: Counter target artifact effect requiring an activation
        cost, unless the artifact's controller pays <W>. Play this
        ability as an interrupt.

   Rulings

1.7   Barktooth Warbeard

```
Barktooth Warbeard

Color     = Black/Red
Rarity    = LG(U1)
Type      = Summon Legend (6/5)
Cost      = 4BRR
Artist    = Andi Rusu
Print run = LG(58,000)
```

 NO RULINGS

1.8   Bartel Runeaxe

```
Bartel Runeaxe

Color     = Green/Red/Black
Rarity    = LG(R1)
Type      = Summon Legend (6/5)
Cost      = 3GRB
Artist    = Andi Rusu
Print run = LG(19,500)
```

Text(LG): Bartel Runeaxe cannot be the target of enchant creature spells.
        Attacking does not cause Bartel Runeaxe to tap.

   Rulings

1.9   Boris Devilboon

```
Boris Devilboon

Color     = Black/Red
Rarity    = LG(R1)
Type      = Summon Legend (2/2)
Cost      = 3BR
Artist    = Jesper Myrfors
Print run = LG(19,500)

Text(LG): <2BRT>: Put a minor demon token into play. Treat this token as
          a 1/1 red and black creature.
```

  Rulings

1.10 Chromium

```
Chromium

Color     = Black/Blue/White
Rarity    = LG(R1) / CR(U1)
Type      = Summon Elder Dragon Legend (7/7)
Cost      = 2BBUUWW
Artist    = Edward Beard Jr.
Print run = LG(19,500) / CR(516,000)

Text(LG): Flying, Rampage: 2
          Pay <BUW> during your upkeep or Chromium is buried.

Text(CR): Flying, Rampage: 2
          During your upkeep, pay <WUB> or bury Chromium.
```

  Rulings

1.11 Dakkon Blackblade

```
Dakkon Blackblade

Color     = Black/Blue/White
Rarity    = LG(R1) / CR(U1)
Type      = Summon Legend (*/*)
Cost      = 2BUW
Artist    = Richard Kane Ferguson
Print run = LG(19,500) / CR(516,000)

Text(LG): The *'s equal the number of lands you control.

Text(CR): Dakkon  Blackblade  has  power and  toughness  each equal to the
          number of lands you control.
```

 NO RULINGS

1.12   Gabriel Angelfire

```
Gabriel Angelfire

Color     = White/Green
Rarity    = LG(R1) / CR(U1)
Type      = Summon Legend (4/4)
Cost      = 3WWGG
Artist    = Daniel Gelon
Print run = LG(19,500) / CR(516,000)
```

Text(LG): During your upkeep, Gabriel gains one of the following abilities
        until your next upkeep: flying, first strike, trample, or
        rampage: 3.

Text(CR): During your upkeep, Gabriel Angelfire gains one of the following
        abilities until your next upkeep: flying, first strike, trample,
        or rampage: 3.

   NO RULINGS

1.13   Gosta Dirk

```
Gosta Dirk

Color     = White/Blue
Rarity    = LG(R1)
Type      = Summon Legend (4/4)
Cost      = 3WWUU
Artist    = Richard Thomas
Print run = LG(19,500)
```

Text(LG): First strike
        Creatures with islandwalk may be blocked as if they did not have
        this ability.

    Rulings

1.14   Gwendlyn Di Corci

```
Gwendlyn Di Corci

Color     = Red/Black/Blue
Rarity    = LG(R1)
Type      = Summon Legend (3/5)
Cost      = RBBU
Artist    = Julie Baroh
Print run = LG(19,500)
```

Text(LG): <T>: Target player discards one card from his or her hand at
        random. This power may only be used during your turn.

```
  NO RULINGS
```

1.15   Halfdane

```
Halfdane

Color     = Black/Blue/White
Rarity    = LG(R1)
Type      = Summon Legend (*/*)
Cost      = 1BUW
Artist    = Melissa Benson
Print run = LG(19,500)

Text(LG): When  Halfdane  come  into play he is a 3/3.  During your upkeep,
          Halfdane  acquires  the  current  power  and  toughness of target
          creature  other  than  Halfdane.   If there are no legal targets,
          Halfdane becomes 3/3.

   Rulings
```

1.16   Hazezon Tamar

```
Hazezon Tamar

Color     = White/Green/Red
Rarity    = LG(R1)
Type      = Summon Legend (2/4)
Cost      = 4WGR
Artist    = Richard Kane Ferguson
Print run = LG(19,500)

Text(LG): On  your  next upkeep after Hazezon is put into play, put * token
          Sand  Warriors  into  play,  where * is the number of lands under
          your  control.   Treat  the Warriors as 1/1 white, green, and red
          creatures.  If  Hazezon  leaves play, all Sand Warriors are also
          removed from the game.

   Rulings
```

1.17   Hunding Gjornersen

```
Hunding Gjornersen

Color     = Blue/White
Rarity    = LG(U1)
Type      = Summon Legend (5/4)
Cost      = 3UUW
Artist    = Richard Thomas
Print run = LG(58,000)
```

```
Text(LG): Rampage: 1
```

  NO RULINGS

1.18   Jacques le Vert

```
Jacques le Vert

Color     = White/Green/Red
Rarity    = LG(R1)
Type      = Summon Legend (3/2)
Cost      = 1WGR
Artist    = Andi Rusu
Print run = LG(19,500)

Text(LG): All your green creatures gain +0/+2.
```

   Rulings

1.19   Jasmine Boreal

```
Jasmine Boreal

Color     = White/Green
Rarity    = LG(U1)
Type      = Summon Legend (4/5)
Cost      = 3WG
Artist    = Richard Kane Ferguson
Print run = LG(58,000)
```

  NO RULINGS

1.20   Jedit Ojanen

```
Jedit Ojanen

Color     = Blue/White
Rarity    = LG(U1)
Type      = Summon Legend (5/5)
Cost      = 4UWW
Artist    = Mark Poole
Print run = LG(58,000)
```

  NO RULINGS

1.21   Jerrard of the Closed Fist

```
Jerrard of the Closed Fist

Color     = Green/Red
Rarity    = LG(U1)
Type      = Summon Legend (6/5)
Cost      = 3GGR
Artist    = Andi Rusu
Print run = LG(58,000)

 NO RULINGS
```

1.22   Johan

```
Johan

Color     = White/Green/Red
Rarity    = LG(R1) / CR(U1)
Type      = Summon Legend (5/4)
Cost      = 3WGR
Artist    = Mark Tedin
Print run = LG(19,500) / CR(516,000)

Text(LG): If Johan does not attack and is not tapped, any of your creatures
          may attack without tapping.

Text(CR): As  long as Johan does not attack and is untapped, attacking does
          not cause creatures you control to tap.

  Rulings
```

1.23   Kasimir the Lone Wolf

```
Kasimir the Lone Wolf

Color     = Blue/White
Rarity    = LG(U1)
Type      = Summon Legend (5/3)
Cost      = 4UW
Artist    = Richard Kane Ferguson
Print run = LG(58,000)

 NO RULINGS
```

1.24   Kei Takahashi

```
Kei Takahashi

Color     = White/Green
Rarity    = LG(R1) / CR(C1)
```

```
Type     = Summon Legend (2/2)
Cost     = 2WG
Artist   = Scott Kirschner
Print run = LG(19,500) / CR(C1)
```

Text(LG): <T>: Prevent up to 2 damage to one creature.

Text(CR): <T>: Prevent up to 2 damage to any creature.

  NO RULINGS

1.25   Lady Caleria

Lady Caleria

```
Color    = White/Green
Rarity   = LG(R1)
Type     = Summon Legend (3/6)
Cost     = 3WWGG
Artist   = Bryon Wackwitz
Print run = LG(19,500)
```

Text(LG): <T>: Lady Caleria does 3 damage to target attacking or blocking
          creature.

  Rulings

1.26   Lady Evangela

Lady Evangela

```
Color    = Black/Blue/White
Rarity   = LG(R1)
Type     = Summon Legend (1/2)
Cost     = BUW
Artist   = Mark Poole
Print run = LG(19,500)
```

Text(LG): <BWT>: Target creature does no damage during combat this turn.

  NO RULINGS

1.27   Lady Orca

Lady Orca

```
Color    = Black/Red
Rarity   = LG(U1)
Type     = Summon Legend (7/4)
Cost     = 5BR
```

```
Artist    = Sandra Everingham
Print run = LG(58,000)
```

  NO RULINGS

1.28 Livonya Silone

```
Livonya Silone

Color     = Green/Red
Rarity    = LG(R1)
Type      = Summon Legend (4/4)
Cost      = 2GGRR
Artist    = Richard Kane Ferguson
Print run = LG(19,500)

Text(LG): First strike, Legendary Land-walk
```

  NO RULINGS

1.29 Lord Magnus

```
Lord Magnus

Color     = White/Green
Rarity    = LG(U1)
Type      = Summon Legend (4/3)
Cost      = 3WWG
Artist    = Mark Tedin
Print run = LG(58,000)

Text(LG): First strike
          Creatures with plainswalk or forestwalk may be blocked as if they
          did not have either ability.
```

  Rulings

1.30 Marhault Elsdragon

```
Marhault Elsdragon

Color     = Green/Red
Rarity    = LG(U1) / CR(C1)
Type      = Summon Legend (4/6)
Cost      = 3GRR
Artist    = Mark Poole
Print run = LG(58,000) / CR(C1)

Text(LG): Rampage: 1
```

```
Text(CR): Rampage: 1
```

  NO RULINGS

1.31 Nebuchadnezzar

```
Nebuchadnezzar

Color     = Black/Blue
Rarity    = LG(R1) / CR(U1)
Type      = Summon Legend (3/3)
Cost      = 3BU
Artist    = Richard Kane Ferguson
Print run = LG(19,500) / CR(516,000)
```

```
Text(LG): <XT>:   Name  a  card.   Opponent reveals X cards from his or her
          hand  at  random, or entire hand if he or she does not have enough
          cards.   Opponent then discards any of those cards that match the
          one you named.  May only use this power during your turn.
```

```
Text(CR): <XT>:   Name a card.  Target opponent reveals X cards from his or
          her hand at random.  If that player does not have enough cards in
          hand, his or her entire hand is revealed.  Opponent then discards
          any  of  those cards that match the named card.  Use this ability
          only during your turn.
```

   Rulings

1.32 Nicol Bolas

```
Nicol Bolas

Color     = Blue/Black/Red
Rarity    = LG(R1) / CR(U1)
Type      = Summon Elder Dragon Legend (7/7)
Cost      = 2UUBBRR
Artist    = Edward Beard Jr.
Print run = LG(19,500) / CR(516,000)
```

```
Text(LG): Flying
          An  opponent  damaged  by  Nicol  Bolas must discard entire hand.
          Ignore  this  effect  if opponent has no cards left in hand.  Pay
          <UBR> during your upkeep or Nicol Bolas is buried.
```

```
Text(CR): Flying
          Whenever  Nicol Bolas damages an opponent, that opponent discards
          his or her entire hand.  Ignore this ability if that opponent has
          no  cards  left  in  hand.  During your upkeep, pay <UBR> or bury
          Nicol Bolas.
```

  NO RULINGS

1.33   Palladia-Mors

```
Palladia-Mors

Color     = White/Green/Red
Rarity    = LG(R1) / CR(U1)
Type      = Summon Elder Dragon Legend (7/7)
Cost      = 2WWGGRR
Artist    = Edward Beard Jr.
Print run = LG(19,500) / CR(516,000)

Text(LG): Flying, Trample
          Pay <WGR> during your upkeep or Palladia-Mors is buried.

Text(CR): Flying, Trample
          During your upkeep, pay <WRG> or bury Palladia-Mors.
```

   NO RULINGS

1.34   Pavel Maliki

```
Pavel Maliki

Color     = Black/Red
Rarity    = LG(U1)
Type      = Summon Legend (5/3)
Cost      = 4BR
Artist    = Andi Rusu
Print run = LG(58,000)

Text(LG): <BR>: +1/+0 until end of turn.
```

   NO RULINGS

1.35   Princess Lucrezia

```
Princess Lucrezia

Color     = Black/Blue
Rarity    = LG(U1)
Type      = Summon Legend (5/4)
Cost      = 3BUU
Artist    = Edward Beard Jr.
Print run = LG(58,000)

Text(LG): <T>: Add <U> to your mana pool. This ability is played as an
          interrupt.
```

   NO RULINGS

1.36   Ragnar

```
Ragnar

Color     = Blue/White/Green
Rarity    = LG(R1)
Type      = Summon Legend (2/2)
Cost      = UWG
Artist    = Melissa Benson
Print run = LG(19,500)

Text(LG): <UWGT>: Regenerate target creature.

 NO RULINGS
```

1.37   Ramirez DePietro

```
Ramirez DePietro

Color     = Black/Blue
Rarity    = LG(U1)
Type      = Summon Legend (4/3)
Cost      = 3BBU
Artist    = Phil Foglio
Print run = LG(58,000)

Text(LG): First strike

 NO RULINGS
```

1.38   Ramses Overdark

```
Ramses Overdark

Color     = Black/Blue
Rarity    = LG(R1)
Type      = Summon Legend (4/3)
Cost      = 2BBUU
Artist    = Richard Kane Ferguson
Print run = LG(19,500)

Text(LG): <T>: Destroys a target creature which has an enchantment card
          played on it.

 NO RULINGS
```

1.39   Rasputin Dreamweaver

```
Rasputin Dreamweaver

Color     = White/Blue
Rarity    = LG(R1)
Type      = Summon Legend (4/1)
Cost      = 4WU
Artist    = Andi Rusu
Print run = LG(19,500)

Text(LG): Put  seven  counters on Rasputin when brought into play.  You may
          remove  a counter to prevent one damage to Rasputin or add <1> to
          your mana pool.  This ability is played as an interrupt.  Put one
          counter  on  Rasputin  during  your upkeep if he started the turn
          untapped.   You may not have more than seven of these counters on
          Rasputin at any time.

 NO RULINGS
```

1.40   Riven Turnbull

```
Riven Turnbull

Color     = Black/Blue
Rarity    = LG(U1)
Type      = Summon Legend (5/7)
Cost      = 5BU
Artist    = Richard Kane Ferguson
Print run = LG(58,000)

Text(LG): <T>: Add <B> to your mana pool. This ability is played as an
          interrupt.

 NO RULINGS
```

1.41   Rohgahh of Kher Keep

```
Rohgahh of Kher Keep

Color     = Black/Red
Rarity    = LG(R1)
Type      = Summon Legend (5/5)
Cost      = 2BBRR
Artist    = Edward Beard Jr.
Print run = LG(19,500)

Text(LG): All  your Kobolds of Kher Keep gain +2/+2.  Pay <RRR> during your
          upkeep, or Rohgahh and all Kobolds of Kher Keep become tapped and
          come under opponent's control.

  Rulings
```

1.42   Rubinia Soulsinger

```
Rubinia Soulsinger

Color     = Blue/White/Green
Rarity    = LG(R1) / CR(U1)
Type      = Summon Legend (2/3)
Cost      = 2UWG
Artist    = Rob Alexander
Print run = LG(19,500) / CR(516,000)
```

Text(LG): <T>:   Gain control of target creature. Rubinia does not tap or
          untap this creature.   If Rubinia becomes untapped you lose
          control of this creature; you may choose not to untap Rubinia as
          normal during your untap phase. You also lose control of target
          creature if either Rubinia leaves play or you lose control of
          Rubinia.

Text(CR): You may choose not to untap Rubinia Soulsinger during your untap
          phase.
          <T>: Gain control of target creature. Lose control of target
          creature if Rubinia leaves play, if you lose control of Rubinia,
          or if Rubinia becomes untapped.

```
  Rulings
```

1.43   Sir Shandlar of Eberyn

```
Sir Shandlar of Eberyn

Color     = White/Green
Rarity    = LG(U1)
Type      = Summon Legend (4/7)
Cost      = 4WG
Artist    = Andi Rusu
Print run = LG(58,000)
```

```
 NO RULINGS
```

1.44   Sivitri Scarzam

```
Sivitri Scarzam

Color     = Black/Blue
Rarity    = LG(U1) / CR(C1)
Type      = Summon Legend (6/4)
Cost      = 5BU
Artist    = NeNe Thomas
Print run = LG(58,000) / CR(C1)
```

```
 NO RULINGS
```

1.45   Sol'kanar the Swamp King

```
Sol'kanar the Swamp King

Color     = Red/Black/Blue
Rarity    = LG(R1) / CR(U1)
Type      = Summon Legend (5/5)
Cost      = 2RBU
Artist    = Richard Kane Ferguson
Print run = LG(19,500) / CR(516,000)

Text(LG): Swampwalk
          Sol'kanar's  controller  gains  1 life each time a black spell is
          cast.

Text(CR): Swampwalk
          Whenever a black spell is successfully cast, gain 1 life.
```

   Rulings

1.46   Stangg

```
Stangg

Color     = Green/Red
Rarity    = LG(R1) / CR(U1)
Type      = Summon Legend (3/4)
Cost      = 4GR
Artist    = Mark Poole
Print run = LG(19,500) / CR(516,000)

Text(LG): When  Stangg  is  brought into play, also put a Stangg Twin token
          into  play.  Stangg Twin token is a 3/4 green and red legend.  If
          Stangg  leaves  play,  remove  Stangg  Twin  token from game. if
          Stangg Twin leaves play, bury Stangg.

Text(CR): When  Stangg  comes into play, put a Stangg Twin token into play.
          Treat this token as a 3/4 green and red legend.  If Stangg leaves
          play,  remove  Stangg  Twin  token from the game.  If Stangg Twin
          token leaves play, bury Stangg.
```

   Rulings

1.47   Sunastian Falconer

```
Sunastian Falconer

Color     = Green/Red
Rarity    = LG(U1)
Type      = Summon Legend (4/4)
Cost      = 3GR
Artist    = Christopher Rush
```

```
Print run = LG(58,000)
```

Text(LG): <T>: Add <2> to your mana pool. This ability is played as an
        interrupt.

 NO RULINGS

1.48   Tetsuo Umezawa

```
Tetsuo Umezawa

Color     = Red/Black/Blue
Rarity    = LG(R1)
Type      = Summon Legend (3/3)
Cost      = RBU
Artist    = Julie Baroh
Print run = LG(19,500)
```

Text(LG): <RBBUT>: Destroy target tapped creature or target blocking
        creature. Tetsuo may not be a target of an enchant creature
        spell.

 NO RULINGS

1.49   The Lady of the Mountain

```
The Lady of the Mountain

Color     = Green/Red
Rarity    = LG(U1)
Type      = Summon Legend (5/5)
Cost      = 4GR
Artist    = Richard Kane Ferguson
Print run = LG(58,000)
```

 NO RULINGS

1.50   Tobias Andrion

```
Tobias Andrion

Color     = Blue/White
Rarity    = LG(U1) / CR(C1)
Type      = Summon Legend (4/4)
Cost      = 3UW
Artist    = Andi Rusu
Print run = LG(58,000) / CR(C1)
```

1.51   Tor Wauki

```
Tor Wauki

Color     = Black/Red
Rarity    = LG(U1) / CR(C1)
Type      = Summon Legend (3/3)
Cost      = 2BBR
Artist    = Randy Asplund-Faith
Print run = LG(58,000) / CR(C1)
```

Text(LG): <T>: Tor Wauki does 2 damage to target attacking or blocking
          creature.

Text(CR): <T>: Tor Wauki does 2 damage to target attacking or blocking
          creature.

   Rulings

1.52   Torsten Von Ursus

```
Torsten Von Ursus

Color     = White/Green
Rarity    = LG(U1)
Type      = Summon Legend (5/5)
Cost      = 3WGG
Artist    = Mark Poole
Print run = LG(58,000)
```

 NO RULINGS

1.53   Tuknir Deathlock

```
Tuknir Deathlock

Color     = Green/Red
Rarity    = LG(R1)
Type      = Summon Legend (2/2)
Cost      = GGRR
Artist    = Liz Danforth
Print run = LG(19,500)
```

Text(LG): Flying
          <GRT>: Target creature gains +2/+2 until end of turn.

 NO RULINGS

1.54   Ur-Drago

```
Ur-Drago

Color     = Black/Blue
Rarity    = LG(R1)
Type      = Summon Legend (4/4)
Cost      = 3BBUU
Artist    = Christopher Rush
Print run = LG(19,500)


Text(LG): First strike
          Creatures  with  swampwalk may be blocked as if they did not have
          this ability.
```

  Rulings

1.55 Vaevictis Asmadi

```
Vaevictis Asmadi

Color     = Black/Red/Green
Rarity    = LG(R1) / CR(U1)
Type      = Summon Elder Dragon Legend (7/7)
Cost      = 2BBRRGG
Artist    = Andi Rusu
Print run = LG(19,500) / CR(516,000)


Text(LG): Flying
          <B>: Gain +1/+0 until end of turn.
          <R>: Gain +1/+0 until end of turn.
          <G>: Gain +1/+0 until end of turn.
          Pay <BRG> during your upkeep or Vaevictis Asmadi is buried.

Text(CR): Flying
          During your upkeep, pay <BRG> or bury Vaevictis Asmadi.
          <B>: +1/+0 until end of turn.
          <R>: +1/+0 until end of turn.
          <G>: +1/+0 until end of turn.
```

 NO RULINGS

1.56 Xira Arien

```
Xira Arien

Color     = Green/Red/Black
Rarity    = LG(R1) / CR(U1)
Type      = Summon Legend (1/2)
Cost      = GRB
Artist    = Melissa Benson
Print run = LG(19,500) / CR(516,000)
```

```
Text(LG): Flying
          <GRBT>: Target player draws one card.

Text(CR): Flying
          <BRGT>: Target player draws a card.
```

 NO RULINGS