

LG_LAND

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> LG_LAND		
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REVISION HISTORY

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Chapter 1

LG_LAND

1.1 Legends - Lands

Legends - Lands Cards

Adventurers' Guildhouse

Hammerheim

Cathedral of Serra

Karakas

Mountain Stronghold

Pendelhaven

Seafarer's Quay

Tolaria

Unholy Citadel

Urborg

The Tabernacle at Pendrell Vale

1.2 Adventurers' Guildhouse

Adventurers' Guildhouse

Rarity = LG(U1)

Type = Land

Artist = Tom Wauerstrand

Print run = LG(58,000)

Text (LG): All your green legends gain bands with other legends.

Rulings

1.3 Cathedral of Serra

Cathedral of Serra

Rarity = LG(U1)
Type = Land
Artist = Mark Poole
Print run = LG(58,000)

Text (LG): All your white legends gain bands with other legends.

Rulings

1.4 Hammerheim

Hammerheim

Rarity = LG(U2)
Type = Legendary Land
Artist = Bryon Wackwitz
Print run = LG(116,000)

Text (LG): <T>: Add <R> to your mana pool.
<T>: Remove all landwalking ability from target creature until end of turn.

Flavor Text: "Tis distance lends enchantment to the view,
And robes the mountain in its azure hue."
---Thomas Campbell, "Pleasures of Hope"

Rulings

1.5 Karakas

Karakas

Rarity = LG(U2)
Type = Legendary Land
Artist = Nicola Leonard
Print run = LG(116,000)

Text (LG): <T>: Add <W> to your mana pool.
<T>: Return target legend to owner's hand; enchantments on target legend are destroyed.

Flavor Text: "To make a prairie it takes a clover and one bee,
One clover, and a bee,
And revery."
---Emily Dickinson

NO RULINGS

1.6 Mountain Stronghold

Mountain Stronghold

Rarity = LG(U1)
Type = Land
Artist = Tom Wanerstrand
Print run = LG(58,000)

Text(LG): All your red legends may band with other legends.

Rulings

1.7 Pendelhaven

Pendelhaven

Rarity = LG(U2)
Type = Legendary Land
Artist = Bryon Wackwitz
Print run = LG(116,000)

Text(LG): <T>: Add <G> to your mana pool.
<T>: Target 1/1 creature gains +1/+2 until end of turn.

Flavor Text: "This is the forest primeval. The murmuring pines
and the hemlocks... Stand like Druids of old."
---Henry Wadsworth Longfellow, "Evangeline"

Rulings

1.8 Seafarer's Quay

Seafarer's Quay

Rarity = LG(U1)
Type = Land
Artist = Tom Wanerstrand
Print run = LG(58,000)

Text(LG): All your blue legends gain bands with other legends.

Rulings

1.9 The Tabernacle at Pendrell Vale

The Tabernacle at Pendrell Vale

Rarity = LG(R1)
Type = Legendary Land
Artist = Nicola Leonard
Print run = LG(19,500)

Text(LG): All creatures now require an upkeep cost of <1> in addition to any other upkeep costs they may have. If the upkeep cost for a creature is not paid, the creature is destroyed.

Rulings

1.10 Tolaria

Tolaria

Rarity = LG(U2)
Type = Legendary Land
Artist = Nicola Leonard
Print run = LG(116,000)

Text(LG): <T>: Add <U> to your mana pool.
<T>: During upkeep remove the bands with other ability from target creature until end of turn.

Flavor Text: "Fairest Isle, all isles excelling,
Seat of Pleasures, and of loves..."
---John Dryden

NO RULINGS

1.11 Unholy Citadel

Unholy Citadel

Rarity = LG(U1)
Type = Land
Artist = Mark Poole
Print run = LG(58,000)

Text(LG): All your black legends gain bands with other legends.

Rulings

1.12 Urborg

Urborg

Rarity = LG(U2)
Type = Legendary Land
Artist = Bryon Wackwitz
Print run = LG(116,000)

Text (LG): <T>: Add to your mana pool.
<T>: Remove first strike ability or swampwalk ability from
target creature until end of turn.

Flavor Text: "Resignedly beneath the sky
The melancholy waters lie.
So blend the turrets and shadows there
That all seem pendulous in air,
While from a proud tower in town
Death looks gigantically down."
---Edgar Allan Poe, "The City in the Sea"

Rulings
