

AI_WHITE

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> AI_WHITE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	December 25, 2022	

REVISION HISTORY

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Chapter 1

AI_WHITE

1.1 Alliances - White Cards

Alliances - White Cards

Carrier Pigeons

Errand of Duty

Exile

Inheritance

Ivory Gargoyle

Juniper Order Advocate

Kjeldoran Escort

Kjeldoran Home Guard

Kjeldoran Pride

Martyrdom

Noble Steeds

Reinforcements

Reprisal

Royal Decree

Royal Herbalist

Scars of the Veteran

Seasoned Tactician

Sustaining Spirit

Sworn Defender

Unlikely Alliance

Wild Aesthir

1.2 Carrier Pigeons

Carrier Pigeons

Color = White
Rarity = AI(C1/C1)
Type = Summon Pigeons (1/1)
Cost = 3W
Artist = Pat Morrissey / Pat Morrissey
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): Flying
Draw a card at the beginning of the upkeep of the turn after
Carrier Pigeons comes into play.

NO RULINGS

1.3 Errand of Duty

Errand of Duty

Color = White
Rarity = AI(C1/C1)
Type = Instant
Cost = 1W
Artist = Julie Baroh / Julie Baroh
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): Put a Knight token into play. Treat this token as a 1/1 white
creature with banding.

NO RULINGS

1.4 Exile

Exile

Color = White
Rarity = AI (R2)
Type = Instant
Cost = 2W
Artist = Rob Alexander
Print run =

Text (AI): Remove target non-white attacking creature from the game. Gain life equal to that creature's toughness.

NO RULINGS

1.5 Inheritance

Inheritance

Color = White
Rarity = AI (U2)
Type = Enchantment
Cost = W
Artist = Kaja Foglio
Print run =

Text (AI): <3>: Draw a card. Use this ability only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.

NO RULINGS

1.6 Ivory Gargoyle

Ivory Gargoyle

Color = White
Rarity = AI (R2)
Type = Summon Gargoyle (2/2)
Cost = 4W
Artist = Quinton Hoover
Print run =

Text (AI): Flying
If Ivory Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. <4W>: Remove Ivory Gargoyle from the game.

Rulings

1.7 Juniper Order Advocate

Juniper Order Advocate

Color = White
Rarity = AI(U2)
Type = Summon Knight (1/2)
Cost = 2W
Artist = Douglas Shuler
Print run =

Text(AI): As long as Juniper Order Advocate is untapped, all green creatures you control get +1/+1.

NO RULINGS

1.8 Kjeldoran Escort

Kjeldoran Escort

Color = White
Rarity = AI(C1/C2)
Type = Summon Soldier (2/3)
Cost = 2WW
Artist = Bryon Wackwitz / Bryon Wackwitz
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): Banding

Flavor Text: "We willingly trade with Kjeldor, but the peace we build must come from both our lands."
---Lovisa Coldeyes, Balduvian Chieftain

NO RULINGS

1.9 Kjeldoran Home Guard

Kjeldoran Home Guard

Color = White
Rarity = AI(U2)
Type = Summon Soldier (1/6)
Cost = 3W
Artist = Andi Rusu
Print run =

Text(AI): At the end of any combat in which Kjeldoran Home Guard attacked or blocked, put a -0/-1 counter on Kjeldoran Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature

Rulings

1.10 Kjeldoran Pride

Kjeldoran Pride

Color = White
Rarity = AI (C1/C1)
Type = Enchant Creature
Cost = 1W
Artist = Kaja Foglio / Kaja Foglio
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Enchanted creature gets +1/+2.
<2U>: Switch Kjeldoran Pride from creature it enchants to another creature. Kjeldoran Pride's new target must be legal. Treat Kjeldoran Pride as though it were just cast on the new target.

Rulings

1.11 Martyrdom

Martyrdom

Color = White
Rarity = AI (C1/C1)
Type = Instant
Cost = 1WW
Artist = Mark Poole / Mark Poole
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Until end of turn, you may redirect to target creature you control any amount of damage.

Rulings

1.12 Noble Steeds

Noble Steeds

Color = White
Rarity = AI (C1/C1)
Type = Enchantment
Cost = 2W

Artist = Rebecca Guay / Rebecca Guay
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): <1W>: Target creature gains first strike until end of turn.

NO RULINGS

1.13 Reinforcements

Reinforcements

Color = White
Rarity = AI (C1/C1)
Type = Instant
Cost = W
Artist = Diana Vick / Diana Vick
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Put up to three target creature cards from your graveyard on top of your library in any order.

NO RULINGS

1.14 Reprisal

Reprisal

Color = White
Rarity = AI (U3/U3)
Type = Instant
Cost = 1W
Artist = Randy Asplund-Faith / Randy Asplund-Faith
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Bury target creature with power 4 or greater.

Flavor Text: "The meek shall fight as one, and they shall overcome even the greatest of foes."
---Halvor Arensson, Kjeldoran Priest

NO RULINGS

1.15 Royal Decree

Royal Decree

Color = White
Rarity = AI(R2)
Type = Enchantment
Cost = 2WW
Artist = Pete Venters
Print run =

Text (AI): Cumulative Upkeep: <W>
Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Royal Decree deals 1 damages to that permanent's controller.

NO RULINGS

1.16 Royal Herbalist

Royal Herbalist

Color = White
Rarity = AI(C1/C1)
Type = Summon Cleric (1/1)
Cost = W
Artist = Douglas Shuler / Douglas Shuler
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): <2>: Remove the top card of your library from the game to gain 1 life.

NO RULINGS

1.17 Scars of the Veteran

Scars of the Veteran

Color = White
Rarity = AI(U2)
Type = Instant
Cost = 4W
Artist = Dan Frazier
Print run =

Text (AI): You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost. Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran put a +0/+1 counter on that creature at end of turn.

Rulings

1.18 Seasoned Tactician

Seasoned Tactician

Color = White
Rarity = AI(U2)
Type = Summon Tactician (1/3)
Cost = 2W
Artist = Dan Frazier
Print run =

Text(AI): <3>: Remove the top four cards of you library from the game to prevent all damage to you from one source.

NO RULINGS

1.19 Sustaining Spirit

Sustaining Spirit

Color = White
Rarity = AI(R2)
Type = Summon Guardian (0/3)
Cost = 1W
Artist = Rebecca Guay
Print run =

Text(AI): Cumulative Upkeep: <1W>
Any damage that would reduce your life total to less than 1 instead reduces it to 1.

Rulings

1.20 Sworn Defender

Sworn Defender

Color = White
Rarity = AI(R2)
Type = Summon Knight (1/3)
Cost = 2WW
Artist = D. Alexander Gregory
Print run =

Text(AI): <1>: Change Sworn Defender's power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change Sworn Defender's toughness to 1 plus the power of that creature, until end of turn.

NO RULINGS

1.21 Unlikely Alliance

Unlikely Alliance

Color = White
Rarity = AI (U2)
Type = Enchantment
Cost = 1W
Artist = Phil Foglio
Print run =

Text(AI): <1W>: Target non-attacking, non-blocking creature gets +0/+2 until end of turn.

Rulings

1.22 Wild Aesthir

Wild Aesthir

Color = White
Rarity = AI (C1/C2)
Type = Summon Aesthir (1/1)
Cost = 2W
Artist = Greg Simanson / Greg Simanson
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): Flying, first strike
<WW>: +2/+0 until end of turn. You cannot spend more than <WW> in this way each turn.

Flavor Text: "What Barbarian secrets do they spy from their lofty perch?"
---General Varchild

NO RULINGS
