

LG_WHITE

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	<i>TITLE :</i> LG_WHITE		
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Chapter 1

LG_WHITE

1.1 Legends - White Cards

Legends - White Cards

Akron Legionnaire

Alabaster Potion

Amrou Kithkin

Angelic Voices

Cleanse

Clergy of the Holy Nimbus

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Spiritual Sanctuary

Thunder Spirit

Tundra Wolves

Visions

Wall of Caltrops

Wall of Light

1.2 Akron Legionnaire

Akron Legionnaire

Color = White
Rarity = LG(R1) / CR(U1)
Type = Summon Legionnaire (8/4)
Cost = 6WW
Artist = Mark Poole
Print run = LG(19,500) / CR(U1)

Text(LG): None of your non-artifact creatures may attack except Akron Legionnaire.

Text(CR): Except for Akron Legionnaires, non-artifact creatures you control cannot attack.

Rulings

1.3 Alabaster Potion

Alabaster Potion

Color = White
Rarity = LG(C2) / 4E(C)
Type = Instant
Cost = 6XWW
Artist = Harold McNeill
Print run = LG(424,000) / 4E(3,600,000)

Text(LG): Target player gains X life or prevents X damage to any one creature or player.

Text(4E): Give target player X life, or prevent X damage to any creature or player.

Flavor Text: "Healing is a matter of time, but it is sometimes
also a matter of opportunity."
---D'Avenant proverb

NO RULINGS

1.4 Amrou Kithkin

Amrou Kithkin

Color = White
Rarity = LG(C2) / 4E(C)
Type = Summon Kithkin (1/1)
Cost = WW
Artist = Quinton Hoover
Print run = LG(424,000) / 4E(3,600,000)

Text(LG): Creatures with power greater than 2 may not be assigned to block Kithkin. Blocker's power may be increased after blocking has been assigned.

Text(4E): No creature with power greater than 2 may be assigned to block Kithkin.

Flavor Text: Quick and agile, Amrou Kithkin can usually escape from even the most fearsome opponents.

NO RULINGS

1.5 Angelic Voices

Angelic Voices

Color = White
Rarity = LG(R1) / CR(U1)
Type = Enchantment
Cost = 2WW
Artist = Julie Baroh
Print run = LG(19,500) / CR(516,000)

Text(LG): As long as the only creatures you control are white or artifact creatures all your creatures gain +1/+1.

Text(CR): As long as the only creatures you control are white or artifact creatures, all creatures you control get +1/+1.

Rulings

1.6 Cleanse

Cleanse

Color = White
Rarity = LG(R1)
Type = Sorcery
Cost = 2WW
Artist = Phil Foglio
Print run = LG(19,500)

Text(LG): All black creatures in play are destroyed.

Flavor Text: The clouds broke and the sun's rays burst forth;
each foul beast in its turn faltered, and was gone.

NO RULINGS

1.7 Clergy of the Holy Nimbus

Clergy of the Holy Nimbus

Color = White
Rarity = LG(C2)
Type = Summon Priest (1/1)
Cost = W
Artist = Daniel Gelon
Print run = LG(424,000)

Text(LG): When Clergy are destroyed or take lethal damage, unless opponent pays <1> Clergy are regenerated.

Rulings

1.8 D'Avenant Archer

D'Avenant Archer

Color = White
Rarity = LG(C2) / CR(C3)
Type = Summon Archer (1/2)
Cost = 2W
Artist = Douglas Shuler
Print run = LG(424,000) / CR(4,649,000)

Text(LG): <T>: Archer does 1 damage to target attacking or blocking creature.

Text(CR): <T>: D'Avenant Archer deals 1 damage to target attacking or blocking creature.

Rulings

1.9 Divine Intervention

Divine Intervention

Color = White
Rarity = LG(R1)
Type = Enchantment
Cost = 6WW
Artist = Amy Weber
Print run = LG(19,500)

Text(LG): Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Rulings

1.10 Divine Offering

Divine Offering

Color = White
Rarity = LG(C2) / CR(C3)
Type = Instant
Cost = 1W
Artist = Jeff A. Menges
Print run = LG(424,000) / CR(4,649,000)

Text(LG): Destroy target artifact. You gain life points equal to casting cost of artifact.

Text(CR): Destroy target artifact. Gain life equal to the artifact's casting cost.

Flavor Text: D'Haren stared at the twisted lump of metal that had been a prized artifact. The fight was getting ugly.

Rulings

1.11 Divine Transformation

Divine Transformation

Color = White
Rarity = LG(R1) / 4E(U)
Type = Enchant Creature
Cost = 2WW
Artist = NeNe Thomas
Print run = LG(19,500) / 4E(1,060,000)

Text(LG): Target creature gains +3/+3.

Text(4E): Target creature gets +3/+3.

Flavor Text: Glory surged through her and radiance surrounded her.
All things were possible with the blessing of the Divine.

NO RULINGS

1.12 Elder Land Wurm

Elder Land Wurm

Color = White
Rarity = LG(R1) / 4E(R)
Type = Summon Wurm (5/5)
Cost = 4WWW
Artist = Quinton Hoover
Print run = LG(19,500) / 4E(353,500)

Text (LG): Trample
Wurm cannot attack until it has been assigned as a blocker.

Text (4E): Trample
Cannot attack until assigned as a blocker.

Flavor Text: Sometimes it's best to let sleeping dragons lie.

Rulings

1.13 Enchanted Being

Enchanted Being

Color = White
Rarity = LG (C1)
Type = Summon Being (2/2)
Cost = 1WW
Artist = Douglas Shuler
Print run = LG(212,000)

Text (LG): Any damage dealt to Enchanted Being during combat by creatures with one or more enchantment cards played on them is reduced to 0.

NO RULINGS

1.14 Equinox

Equinox

Color = White
Rarity = LG (C1)
Type = Enchant Land
Cost = W
Artist = Susan van Camp
Print run = LG(212,000)

Text (LG): Tap land enchanted with Equinox to counter a spell that destroys one or more of your lands. This ability is played as an interrupt.

Rulings

1.15 Fortified Area

Fortified Area

Color = White

Rarity = LG(U1) / 4E(C)
Type = Enchantment
Cost = 1WW
Artist = Randy Asplund-Faith
Print run = LG(58,000) / 4E(3,600,000)

Text(LG): All your walls gain +1/+0 and banding.

Text(4E): All walls you control gain banding and +1/+0.

NO RULINGS

1.16 Glyph of Life

Glyph of Life

Color = White
Rarity = LG(C2)
Type = Instant
Cost = W
Artist = Susan van Camp
Print run = LG(424,000)

Text(LG): Damage done to target wall by attacking creatures is added to your life point total.

Flavor Text: Any wall can be battered down, but at what cost?

Rulings

1.17 Great Defender

Great Defender

Color = White
Rarity = LG(U1)
Type = Instant
Cost = W
Artist = Mark Poole
Print run = LG(58,000)

Text(LG): Target creature gains +0/+X until end of turn where X is the creature's casting cost.

NO RULINGS

1.18 Great Wall

Great Wall

Color = White
Rarity = LG(U1)
Type = Enchantment
Cost = 2W
Artist = Sandra Everingham
Print run = LG(58,000)

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

NO RULINGS

1.19 Greater Realm of Preservation

Greater Realm of Preservation

Color = White
Rarity = LG(U1)
Type = Enchantment
Cost = 1W
Artist = NeNe Thomas
Print run = LG(58,000)

Text(LG): <1W>: Prevents all damage against you from one red or black source. If a source does damage to you more than once in a turn, you must pay <1W> each time you want to prevent the damage.

NO RULINGS

1.20 Heaven's Gate

Heaven's Gate

Color = White
Rarity = LG(U1)
Type = Instant
Cost = W
Artist = Douglas Shuler
Print run = LG(58,000)

Text(LG): Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remains entirely unchanged.

NO RULINGS

1.21 Holy Day

Holy Day

Color = White
Rarity = LG(C1)
Type = Instant
Cost = W
Artist = Justin Hampton
Print run = LG(212,000)

Text(LG): Creatures attack and block as normal, but none deal any damage. All attacking creatures are still tapped. Play any time before attack damage is assigned.

Flavor Text: "The day of spirits; my soul's calm retreat
Which none disturb!"
---Henry Vaughan, "Silex Scintillans"

Rulings

1.22 Indestructible Aura

Indestructible Aura

Color = White
Rarity = LG(C2) / CR(C3)
Type = Instant
Cost = W
Artist = Mark Poole
Print run = LG(424,000) / CR(4,649,000)

Text(LG): Any damage dealt to target creature for remainder of turn is reduced to 0.

Text(CR): Any damage dealt to target creature for the rest of the turn is reduced to 0.

Flavor Text: Theodar strode the battle lines, snatching swords
with his bare hands and casting them aside until
all cowered before him.

Rulings

1.23 Infinite Authority

Infinite Authority

Color = White
Rarity = LG(R1)
Type = Enchant Creature
Cost = WWW

Artist = Douglas Shuler
Print run = LG(19,500)

Text(LG): All creatures with toughness 3 or less blocking target creature are destroyed at end of combat. At the end of the turn put a +1/+1 counter on the target creature for each creature destroyed in this manner during the turn. Counters remain on creature even if enchantment leaves play.

Rulings

1.24 Ivory Guardians

Ivory Guardians

Color = White
Rarity = LG(U1) / CR(U3)
Type = Summon Guardians (3/3)
Cost = 4WW
Artist = Melissa Benson
Print run = LG(58,000) / CR(1,549,500)

Text(LG): Protection from red.
All guardians gain +1/+1 if an opponent controls any red cards.

Text(CR): As long as an opponent controls any red cards, all Guardians get +1/+1.

Flavor Text: The elite guard of the Mesa High Priests, the Ivory Guardians, were created to protect the innocent and faithful. Some say their actions are above the law.

Rulings

1.25 Keepers of the Faith

Keepers of the Faith

Color = White
Rarity = LG(C2) / CR(C3)
Type = Summon Keepers (2/3)
Cost = 1WW
Artist = Daniel Gelon
Print run = LG(424,000) / CR(4,649,000)

Flavor Text: And then the Archangel Anthius spoke to them, saying,
"Fear shall be vanquished by the Sword of Faith."

NO RULINGS

1.26 Kismet

Kismet

Color = White
Rarity = LG(U1) / 4E(U)
Type = Enchantment
Cost = 3W
Artist = Kaja Foglio
Print run = LG(58,000) / 4E(1,060,000)

Text(LG): All creatures, lands, and artifacts played by opponent come into play tapped.

Text(4E): All of target player's creatures, lands, and artifacts come into play tapped.

Rulings

1.27 Land Tax

Land Tax

Color = White
Rarity = LG(U1) / 4E(R)
Type = Enchantment
Cost = W
Artist = Brian Snoddy
Print run = LG(58,000) / 4E(353,500)

Text(LG): During your upkeep, if an opponent controls more land than you, you may search your library and remove up to three basic land cards and put them into your hand. Reshuffle your library afterwards.

Text(4E): During your upkeep, if an opponent controls more land than you, you may search your library and remove up to three basic land cards and put them into your hand. Reshuffle your library afterwards.

Rulings

1.28 Lifeblood

Lifeblood

Color = White
Rarity = LG(R1)
Type = Enchantment
Cost = 2WW
Artist = Mark Tedin
Print run = LG(19,500)

Text(LG): You gain 1 life point each time one of opponent's mountains becomes tapped.

Flavor Text: "Foolish wizard! As you tap the power of your lofty keep, so grows my strength."
---Malvern Xelionos, Letters

Rulings

1.29 Moat

Moat

Color = White
Rarity = LG(R1)
Type = Enchantment
Cost = 2WW
Artist = Jeff A. Menges
Print run = LG(19,500)

Text(LG): Non-flying creatures cannot attack.

Flavor Text: The purpose of any moat is to impede attack. Some are filled with water, some with thistles. Some are filled with things best left unseen.

Rulings

1.30 Osai Vultures

Osai Vultures

Color = White
Rarity = LG(C1) / 4E(U)
Type = Summon Vultures (1/1)
Cost = 1W
Artist = Dan Frazier
Print run = LG(212,000) / 4E(1,060,000)

Text(LG): Flying
At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give the Vultures +1/+1 until end of turn.

Text(4E): Flying
At the end of any turn in which a creature is put into the graveyard from play, put a carrion counter on Vultures.
<0>: Remove two carrion counters to give Vultures +1/+1 until end of turn.

Rulings

1.31 Petra Sphinx

Petra Sphinx

Color = White
Rarity = LG(R1) / CR(U1)
Type = Summon Sphinx (3/4)
Cost = 2WWW
Artist = Sandra Everingham
Print run = LG(19,500) / CR(516,000)

Text (LG): <T>: Target player names a card and then turns over the top card of his or her library. If it matches the named card, the card is put in the player's hand; otherwise it is put into the graveyard.

Text (CR): <T>: Target player names a card and then turns over the top card of his or her library. If it is the card named, put it into that player's hand. Otherwise, put it into the player's graveyard.

Flavor Text: What walks on four legs in the morning, two legs in the afternoon, and three legs in the evening?

Rulings

1.32 Presence of the Master

Presence of the Master

Color = White
Rarity = LG(U1)
Type = Enchantment
Cost = 3W
Artist = Phil Foglio
Print run = LG(58,000)

Text (LG): While Presence of the Master is in play, any new enchantments cast are countered.

Rulings

1.33 Rapid Fire

Rapid Fire

Color = White
Rarity = LG(R1)
Type = Instant
Cost = 3W
Artist = Justin Hampton
Print run = LG(19,500)

Text (LG): Play before defense is chosen. Target creature gains first

strike until end of turn. If the creature does not already have rampage, then it also gains rampage: 2 until end of turn.

NO RULINGS

1.34 Remove Enchantments

Remove Enchantments

Color = White
Rarity = LG(C1)
Type = Instant
Cost = W
Artist = Brian Snoddy
Print run = LG(212,000)

Text (LG): Remove all enchantments you control and remove all enchantment cards played on all permanents you control. If this spell is cast during opponent's attack, also remove all enchantment cards played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.

Rulings

1.35 Righteous Avengers

Righteous Avengers

Color = White
Rarity = LG(U1)
Type = Summon Avengers (3/1)
Cost = 4W
Artist = Heather Hudson
Print run = LG(58,000)

Text (LG): Plainswalk

Flavor Text: Few can withstand the wrath of the righteous.

NO RULINGS

1.36 Seeker

Seeker

Color = White
Rarity = LG(U1) / 4E(C)
Type = Enchant Creature
Cost = 2WW
Artist = Mark Poole

Print run = LG(58,000) / 4E(3,600,000)

Text(LG): Target creature cannot be blocked by any creatures except white creatures and artifact creatures.

Text(4E): Target creature cannot be blocked except by white creatures and artifact creatures.

NO RULINGS

1.37 Shield Wall

Shield Wall

Color = White
Rarity = LG(U1) / CR(U3)
Type = Instant
Cost = 1W
Artist = Douglas Shuler
Print run = LG(58,000) / CR(1,549,500)

Text(LG): All your creatures gain +0/+2 until end of turn.

Text(CR): All creatures you control get +0/+2 until end of turn.

NO RULINGS

1.38 Spirit Link

Spirit Link

Color = White
Rarity = LG(U1) / 4E(U)
Type = Enchant Creature
Cost = W
Artist = Kaja Foglio
Print run = LG(58,000) / 4E(1,060,000)

Text(LG): For every point of damage target creature does, you gain 1 life.

Text(4E): Gain 1 life for every 1 damage target creature deals. You may gain more life than the toughness or the total life of the creature or player damaged by the creature Spirit Link enchants.

Rulings

1.39 Spiritual Sanctuary

Spiritual Sanctuary

Color = White
Rarity = LG(R1)
Type = Enchantment
Cost = 2WW
Artist = Amy Weber
Print run = LG(19,500)

Text(LG): Any player with plains under his or her control gains 1 life point during upkeep.

NO RULINGS

1.40 Thunder Spirit

Thunder Spirit

Color = White
Rarity = LG(R1)
Type = Summon Spirit (2/2)
Cost = 1WW
Artist = Randy Asplund-Faith
Print run = LG(19,500)

Text(LG): First strike, Flying

Flavor Text: "It was full of fire and smoke and light and...
it drove between us and the Efracans like a
thousand thunderstorms with lightning."
---Richard Adams, Watership Down

NO RULINGS

1.41 Tundra Wolves

Tundra Wolves

Color = White
Rarity = LG(C2) / 4E(C)
Type = Summon Wolves (1/1)
Cost = W
Artist = Quinton Hoover
Print run = LG(424,000) / 4E(3,600,000)

Text(LG): First strike

Text(4E): First strike

Flavor Text: I heard their eerie howling, the wolves calling
their kindred across the frozen plains.

NO RULINGS

1.42 Visions

Visions

Color = White
Rarity = LG(U1) / 4E(U)
Type = Sorcery
Cost = W
Artist = NeNe Thomas
Print run = LG(58,000) / 4E(1,060,000)

Text(LG): You may look at the top five cards of any library. You may then choose to shuffle that library.

Text(4E): Look at the top five cards of any library. You may then shuffle that library.

Flavor Text: "Visions of glory, spare my aching sight,
Ye unborn ages, crowd not on my soul!"
--- Thomas Gray, The Bard

Rulings

1.43 Wall of Caltrops

Wall of Caltrops

Color = White
Rarity = LG(C1)
Type = Summon Wall (2/1)
Cost = 1W
Artist = Brian Snoddy
Print run = LG(212,000)

Text(LG): If Wall of Caltrops and one or more other walls join to block an attacker AND no other creatures besides walls block that attacker, Wall of Caltrops gains banding ability until end of turn.

Flavor Text: "Ow! Ow ow ow! Oooh, ow, OW!"

Rulings

1.44 Wall of Light

Wall of Light

Color = White
Rarity = LG(U1)
Type = Summon Wall (1/5)
Cost = 2W
Artist = Richard Thomas
Print run = LG(58,000)

Text (LG): Protection from black

Flavor Text: As many attackers were dazzled by the wall's
beauty as were halted by its force.

NO RULINGS
