UL_WHITE

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COLLABORATORS

	TITLE : UL_WHITE		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

UL_WHITE

1.1   Unlimited Edition - White Cards

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              Unlimited Edition - White Cards

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    Black Ward
       Blaze of Glory
                    Blessing                 Blue Ward
    Castle                   CoP: Black
    CoP: Blue                CoP: Green
    CoP: Red                 CoP: White

       Consecrate Land
          Conversion
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    Disenchant               Farmstead
    Green Ward               Guardian Angel
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    Mesa Pegasus             Northern Paladin
    Pearled Unicorn          Personal Incarnation
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    Righteousness            Samite Healer
    Savannah Lions           Serra Angel
    Swords to Plowshares     Veteran Bodyguard
    Wall of Swords           White Knight
    White Ward               Wrath of God
```

1.2   Blaze of Glory

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Blaze of Glory
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```
Color   = White
Rarity  = A/B/UL(R)
Type    = Instant
Cost    = W
Artist  = Richard Thomas
```

```
Text(UL): Target defending creature can and must block all attacking
          creatures it can legally block. For example, a normal non-flying
          target defender can and must block all normal non-flying
          attackers at once, but it cannot block any flying attackers.
          Controller of target defender may distribute damage among
          attackers as desired. Play before defense is chosen.
```

   Rulings

1.3 Consecrate Land

```
Consecrate Land
```

```
Color   = White
Rarity  = A/B/UL(U)
Type    = Enchant Land
Cost    = W
Artist  = Jeff A. Menges
```

```
Text(UL): All enchantments on target land are destroyed. Land cannot be
          destroyed or further enchanted until Consecrate Land has been
          destroyed.
```

   Rulings