

# **VI\_WHITE**

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**COLLABORATORS**

	<i>TITLE :</i> VI_WHITE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## VI\_WHITE

### 1.1 Visions - White Cards

#### Visions - White Cards

Archangel  
Daraja Griffin  
Equipoise  
Eye of Singularity  
Freewind Falcon  
Gossamer Chains  
Honorable Passage  
Hope Charm  
Infantry Veteran  
Jamuraan Lion  
Knight of Valor  
Longbow Archer  
Miraculous Recovery  
Parapet  
Peace Talks  
Relic Ward  
Remedy

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Resistance Fighter  
Retribution of the Meek  
Righteous Aura  
Sun Clasp  
Teferi's Honor Guard  
Tithe  
Warrior's Honor  
Zhalfirin Crusader

## 1.2 Archangel

Archangel

Color = White  
Rarity = VI(R) / PT(R)  
Type = Summon Angel (VI) (5/5) / Summon Creature (PT) (5/5)  
Cost = 5WW  
Artist = Christopher Rush (VI) / Quinton Hoover (PT)

Text (PT): Flying  
Attacking doesn't cause Archangel to tap.

Text (VI): Flying  
Attacking does not cause Archangel to tap.

NO RULINGS

## 1.3 Daraja Griffin

Daraja Griffin

Color = White  
Rarity = VI(U)  
Type = Summon Griffin (2/2)  
Cost = 3W  
Artist = Stuart Griffin

Text (VI): Flying  
Sacrifice Daraja Griffin: Destroy target black creature.

NO RULINGS

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## 1.4 Equipoise

Equipoise

Color = White  
Rarity = VI (R)  
Type = Enchantment  
Cost = 2W  
Artist = Adam Rex

Text (VI): During your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out. Repeat this process for artifacts and then for creatures.

Rulings

## 1.5 Eye of Singularity

Eye of Singularity

Color = White  
Rarity = VI (R)  
Type = Enchant World  
Cost = 3W  
Artist = Eric Peterson

Text (VI): When Eye of Singularity comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with the same name.

Rulings

## 1.6 Freewind Falcon

Freewind Falcon

Color = White  
Rarity = VI (C)  
Type = Summon Falcon (1/1)  
Cost = 1W  
Artist = Una Fricker

Text (VI): Flying, Protection from red

NO RULINGS

## 1.7 Gossamer Chains

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Gossamer Chains

Color = White  
Rarity = VI(C)  
Type = Enchantment  
Cost = WW  
Artist = Steve Luke

Text (VI): Return Gossamer Chains to owner's hand: Target unblocked creature deals no damage in combat this turn.

Rulings

## 1.8 Honorable Passage

Honorable Passage

Color = White  
Rarity = VI(U)  
Type = Instant  
Cost = 1W  
Artist = Jeff Miracola

Text (VI): Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.

Rulings

## 1.9 Hope Charm

Hope Charm

Color = White  
Rarity = VI(C)  
Type = Instant  
Cost = W  
Artist = Greg Spalenka

Text (VI): Choose one - Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.

NO RULINGS

## 1.10 Infantry Veteran

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Infantry Veteran

Color = White  
Rarity = VI(C)  
Type = Summon Soldier (1/1)  
Cost = W  
Artist = Christopher Rush

Text (VI): <T>: Target attacking creature gets +1/+1 until end of turn.

NO RULINGS

## 1.11 Jamuraan Lion

Jamuraan Lion

Color = White  
Rarity = VI(C)  
Type = Summon Lion (3/1)  
Cost = 2W  
Artist = Stuart Griffin

Text (VI): <WT>: Target creature cannot block this turn.

NO RULINGS

## 1.12 Knight of Valor

Knight of Valor

Color = White  
Rarity = VI(C)  
Type = Summon Knight (2/2)  
Cost = 2W  
Artist = Jeff Miracola

Text (VI): Flanking  
<1W>: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

Rulings

## 1.13 Longbow Archer

Longbow Archer

Color = White  
Rarity = VI(U)

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Type = Summon Archer (2/2)  
Cost = WW  
Artist = Eric Peterson

Text (VI): First strike  
Longbow Archer can block creatures with flying.

NO RULINGS

## 1.14 Miraculous Recovery

Miraculous Recovery

Color = White  
Rarity = VI(U)  
Type = Instant  
Cost = 4W  
Artist = Brian Horton

Text (VI): Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.

NO RULINGS

## 1.15 Parapet

Parapet

Color = White  
Rarity = VI(C)  
Type = Enchantment  
Cost = 1W  
Artist = Mark Poole

Text (VI): You may choose to play Parapet as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1.

Rulings

## 1.16 Peace Talks

Peace Talks

Color = White  
Rarity = VI(U)  
Type = Sorcery  
Cost = 1W  
Artist = Roger Raupp

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Text (VI): During this turn and the next one, players cannot attack and cannot play spells or abilities that target any permanent or player.

Rulings

## 1.17 Relic Ward

Relic Ward

Color = White  
Rarity = VI(U)  
Type = Enchant Artifact  
Cost = 1W  
Artist = John Coulthart

Text (VI): You may choose to play Relic Ward as an instant; if you do, bury it at the end of turn. Enchanted artifact cannot be the target of spells or effects.

Rulings

## 1.18 Remedy

Remedy

Color = White  
Rarity = VI(C)  
Type = Instant  
Cost = 1W  
Artist = Zina Saunders

Text (VI): Prevent up to 5 damage total to any number of creatures and/or players.

NO RULINGS

## 1.19 Resistance Fighter

Resistance Fighter

Color = White  
Rarity = VI(C)  
Type = Summon Soldier (1/1)  
Cost = W  
Artist = Cecil Fernando

Text (VI): Sacrifice Resistance Fighter: Target creature deals no combat damage this turn.

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NO RULINGS

## 1.20 Retribution of the Meek

Retribution of the Meek

Color = White  
Rarity = VI(R)  
Type = Sorcery  
Cost = 2W  
Artist = Nathalie Hertz

Text (VI): Bury all creatures with power 4 or greater.

NO RULINGS

## 1.21 Righteous Aura

Righteous Aura

Color = White  
Rarity = VI(C)  
Type = Enchantment  
Cost = 1W  
Artist = Jeff Miracola

Text (VI): <W>, Pay 2 life: Prevent all damage to you from any one source.

NO RULINGS

## 1.22 Sun Clasp

Sun Clasp

Color = White  
Rarity = VI(C)  
Type = Enchant Creature  
Cost = 1W  
Artist = John Coulthart

Text (VI): Enchanted creature gets +1/+3.  
<W>: Return enchanted creature to owner's hand.

NO RULINGS

## 1.23 Teferi's Honor Guard

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Teferi's Honor Guard

Color = White  
Rarity = VI(U)  
Type = Summon Knight (2/2)  
Cost = 2W  
Artist = Cecil Fernando

Text (VI): Flanking  
<UU>: Phase out.

NO RULINGS

## 1.24 Tithe

Tithe

Color = White  
Rarity = VI(R)  
Type = Instant  
Cost = W  
Artist = John J. Muth

Text (VI): Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand. Shuffle your library afterwards.

Rulings

## 1.25 Warrior's Honor

Warrior's Honor

Color = White  
Rarity = VI(C)  
Type = Instant  
Cost = 2W  
Artist = D. Alexander Gregory

Text (VI): All creatures you control get +1/+1 until end of turn.

NO RULINGS

## 1.26 Zhalfirin Crusader

Zhalfirin Crusader

Color = White

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Rarity = VI (R)  
Type = Summon Knight (2/2)  
Cost = 1WW  
Artist = Alan Rabinowitz

Text (VI): Flanking  
<1W>: Redirect 1 damage from Zhalfirin Crusader to target creature or player.

Rulings

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