WL_WHITE

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	TITLE : WL_WHITE		
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              Weatherlight - White Cards


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```

1.2 Abeyance

```
Abeyance

Color  = White
Rarity = WL(R)
Type   = Instant
Cost   = 1W
Artist = Thomas Gianni

Text(WL): Until end of turn, target player cannot play
          instants, interrupts, sorceries, or abilities
          requiring an activation cost.
          Draw a card.

   Rulings
```

1.3 Alabaster Dragon

```
Alabaster Dragon

Color  = White
Rarity = WL(R) / PT(R)
Type   = Summon Dragon (WL) (4/4) / Summon Creature (PT) (4/4)
Cost   = 4WW
Artist = Bob Eggleton (WL) / Ted Naifeh (PT)
```

Text(PT): Flying
        If Alabester Dragon is put into your discard pile from
        play, shuffle Alabaster Dragon back into your deck.

Text(WL): Flying
        If Alabaster Dragon is put into any graveyard from play,
        shuffle Alabaster Dragon into its owner's library.

 NO RULINGS

1.4 Alms

Alms

Color   = White
Rarity = WL(C)
Type   = Enchantment
Cost   = W
Artist = Rogerio Vilela

Text(WL): <1>, Remove the top card in your graveyard from the game:
        Prevent 1 damage to any creature.

 NO RULINGS

1.5 Angelic Renewal

Angelic Renewal

Color   = White
Rarity = WL(C)
Type   = Enchantment
Cost   = 1W
Artist = Rebecca Guay

Text(WL): If any creatures are put into your graveyard from play, you
        may bury Angelic Renewal and put one of those creatures into
        play.

  Rulings

1.6 Ardent Militia

Ardent Militia

Color   = White
Rarity = WL(C) / PT(U)
Type   = Summon Soldiers (PT) (2/5) / Summon Creature (PT) (2/5)
Cost   = 4W
Artist = Zina Saunders (WL) / Mike Raabe (PT)

Text(PT): Attacking doesn't cause Ardent Militia to tap.

Text(WL): Attacking does not cause Ardent Militia to tap.

  NO RULINGS

1.7   Argivian Find

Argivian Find

Color   = White
Rarity = WL(U)
Type   = Instant
Cost   = W
Artist = Roger Raupp

Text(WL): Return target artifact or enchantment card from your
          graveyard to your hand.

  NO RULINGS

1.8   Aura of Silence

Aura of Silence

Color   = White
Rarity = WL(U)
Type   = Enchantment
Cost   = 1WW
Artist = D. Alexander Gregory

Text(WL): Artifact and enchantment spells cost target opponent an
          additional <2> to play.
          Sacrifice Aura of Silence: Destroy target artifact or
          enchantment.

  NO RULINGS

1.9   Benalish Infantry

Benalish Infantry

Color   = White
Rarity = WL(C)
Type   = Summon Soldiers (1/3)
Cost   = 2W
Artist = Dan Frazier

Text(WL): Banding

NO RULINGS

1.10   Benalish Knight

```
Benalish Knight

Color  = White
Rarity = WL(C)
Type   = Summon Knight (2/2)
Cost   = 2W
Artist = Zina Saunders

Text(WL): First strike
          You may play Benalish Knight whenever
          you could play an instant.
```

 NO RULINGS

1.11   Benalish Missionary

```
Benalish Missionary

Color  = White
Rarity = WL(C)
Type   = Summon Cleric (1/1)
Cost   = W
Artist = Pete Venters

Text(WL): <1WT>: Target blocked creature deals no combat
          damage this turn.
```

  Rulings

1.12   Debt of Loyalty

```
Debt of Loyalty

Color  = White
Rarity = WL(R)
Type   = Instant
Cost   = 1WW
Artist = Pete Venters

Text(WL): Regenerate target creature.
          Gain control of that creature.
```

  Rulings

1.13 Duskrider Falcon

```
Duskrider Falcon

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

Text(WL): Flying, protection from black

 NO RULINGS
```

1.14 Empyrial Armor

```
Empyrial Armor

Color  = White
Rarity = WL(C)
Type   = Enchant Creature
Cost   = 1WW
Artist = D. Alexander Gregory

Text(WL): Enchanted creature gets +X/+X, where X is equal to the
          number of cards in your hand.

 NO RULINGS
```

1.15 Foriysian Brigade

```
Foriysian Brigade

Color  = White
Rarity = WL(U)
Type   = Summon Soldiers (2/4)
Cost   = 3W
Artist = Kev Walker

Text(WL): Foriysian Brigade may block two creatures each combat.
          (All blocking assignments must still be legal.)

 NO RULINGS
```

1.16 Gerrard's Wisdom

```
Gerrard's Wisdom

Color  = White
```

```
Rarity  = WL(U)
Type    = Sorcery
Cost    = 2WW
Artist  = Heather Hudson
```

Text(WL): For each card in your hand, gain 2 life.

  NO RULINGS

1.17 Guided Strike

```
Guided Strike

Color   = White
Rarity  = WL(C)
Type    = Instant
Cost    = 1W
Artist  = Gary Leach
```

Text(WL): Target creature gets +1/+0 and gains first
          strike until end of turn.
          Draw a card.

  NO RULINGS

1.18 Heavy Ballista

```
Heavy Ballista

Color   = White
Rarity  = WL(C)
Type    = Summon Soldiers (2/3)
Cost    = 3W
Artist  = Ron Spencer
```

Text(WL): <T>: Heavy Ballista deals 2 damage to target attacking
          or blocking creature.

  NO RULINGS

1.19 Inner Sanctum

```
Inner Sanctum

Color   = White
Rarity  = WL(R)
Type    = Enchantment
Cost    = 1WW
Artist  = D. Alexander Gregory
```

Text(WL): Cumulative upkeep: 2 life
         All damage dealt to creatures you control is reduced to 0.

  NO RULINGS

1.20   Kithkin Armor

Kithkin Armor

Color = White
Rarity = WL(C)
Type   = Enchant Creature
Cost   = W
Artist = Charles Gillespie

Text(WL): Enchanted creature cannot be blocked by creatures with
         power 3 or greater.
         Sacrifice Kithkin Armor: Prevent all damage to enchanted
         creature from one source.

  NO RULINGS

1.21   Master of Arms

Master of Arms

Color = White
Rarity = WL(U)
Type   = Summon Soldier (2/2)
Cost   = 2W
Artist = Dan Frazier

Text(WL): First strike
         <1W>: Tap target creature blocking Master of Arms.

   Rulings

1.22   Mistmoon Griffin

Mistmoon Griffin

Color = White
Rarity = WL(U)
Type   = Summon Griffin (2/2)
Cost   = 3W
Artist = David A. Cherry

Text(WL): Flying
         If Mistmoon Griffin is put into any graveyard from play,
         remove Mistmoon Griffin from the game, then put the top

```
                    creature card from your graveyard into play.
```

    Rulings

1.23 Peacekeeper

```
Peacekeeper

Color  = White
Rarity = WL(R)
Type   = Summon Peacekeeper (1/1)
Cost   = 2W
Artist = Donato Giancola

Text(WL): During your upkeep, pay <1W> or bury Peacekeeper.
          Creatures cannot attack.
```

 NO RULINGS

1.24 Revered Unicorn

```
Revered Unicorn

Color  = White
Rarity = WL(U)
Type   = Summon Unicorn (2/3)
Cost   = 1W
Artist = David A. Cherry

Text(WL): Cumulative upkeep: <1>
          If Revered Unicorn leaves play, its controller gains life
          equal to Revered Unicorn's last paid cumulative upkeep.
```

 NO RULINGS

1.25 Serenity

```
Serenity

Color  = White
Rarity = WL(R)
Type   = Enchantment
Cost   = 1W
Artist = Cliff Nielsen

Text(WL): During your upkeep, bury all artifacts and enchantments.
```

    Rulings

1.26   Serra's Blessing

Serra's Blessing

```
Color  = White
Rarity = WL(U)
Type   = Enchantment
Cost   = 1W
Artist = Rebecca Guay
```

Text(WL): Attacking does not cause creatures you control to tap.

  NO RULINGS

1.27   Soul Shepherd

Soul Shepherd

```
Color  = White
Rarity = WL(C)
Type   = Summon Cleric (2/1)
Cost   = 1W
Artist = John Coulthart
```

Text(WL): <W>, Remove a creature card in your graveyard from
          the game: Gain 1 life.

  NO RULINGS

1.28   Southern Paladin

Southern Paladin

```
Color  = White
Rarity = WL(R)
Type   = Summon Knight (3/3)
Cost   = 2WW
Artist = Douglas Shuler
```

Text(WL): <WWT>: Destroy target red permanent.

  NO RULINGS

1.29   Tariff

Tariff

```
Color  = White
Rarity = WL(R)
```

```
Type    = Sorcery
Cost    = 1W
Artist  = Kev Walker
```

Text(WL): Each player chooses a creature with the highest total
         casting cost he or she controls, then pays an amount
         of mana equal to that creature's total casting cost or
         buries the creature.

  Rulings

1.30   Volunteer Reserves

```
Volunteer Reserves

Color   = White
Rarity  = WL(U)
Type    = Summon Soldiers (2/4)
Cost    = 1W
Artist  = Kev Walker
```

Text(WL): Banding
         Cumulative upkeep: <1>

 NO RULINGS