

# The White Control Deck

## DECK CONTENTS

<b>Creatures</b>	<b>Cost</b>	<b>Rarity</b>	<b>Set</b>
4 Serra Angels	3, 2 white	U	L, U, R, 4
2 Seraphs	6, 1 white	R	IA, 5
2 White Knights	2 white	U	L, U, R, 4, 5
2 Zhalfirin Knights	2, 1 white	C	MG
2 Aysen Bureaucrats	1, 1 white	C	HL, 5
1 Soltari Lancer	2, 1 white	C	TM
<b>Spells</b>	<b>Cost</b>	<b>Rarity</b>	<b>Set</b>
3 Kismets	3, 1 white	U	LG, 4, 5
2 Ward of Lights	2 white	C	MG
2 Eye for an Eye	2 white	R	AN, R, 4, 5
<b>Artifacts</b>	<b>Cost</b>	<b>Rarity</b>	<b>Set</b>
3 Meekstones	1	R	L, U, R, 4, 5
2 Icy Manipulators	4	U	L, U, IA
1 Winter Orb	2	R	L, U, R, 4, 5
1 White Mana Battery	4	R	LG, 4
1 Jandor's Saddlebags	2	R	AN, R, 4, 5
1 Feldon's Cane	1	C	AQ, CH, 5
1 Sol Ring	1	U	L, U, R
<b>Land</b>			
15 Plains			
<b>Total</b>			
45 Cards Total			

## SET ABBREVIATIONS

L	Limited (Alpha & Beta)
U	Unlimited
R	Revised
4	Fourth Edition
5	Fifth Edition
AN	Arabian Nights
AQ	Antiquities
LG	Legends
IA	Ice Age
CH	Chronicles
HL	Homelands

MG Mirage  
TM Tempest

## **DESCRIPTION**

This deck is basically designed to make all your opponents creatures with power greater than two useless. The Kismets make the creatures come into play tapped, and the Meekstones keep the big ones tapped. The Aysen Bureaucrats can tap the smaller ones and get them out of the way as can the Icy Manipulators. The Serra Angels are the main creatures because they don't have to tap and are unaffected by the Meekstones. If the Serra Angels or the Seraphs get tapped the Jandor's Saddlebags can get them untapped. The Feldon's Cane is a vital part of this deck because it is only 45 cards. You will most likely have to go through the deck more than once. The ward of lights are nice to make the Seraphs have protection from your opponents color thus giving the Seraphs that color landwalk and making them unblockable. The Eye for an Eyes are nice against direct damage such as Fireballs or Drain Lifes. One more nice trick is the Icy Manipulators and the Winter Orb, you can untap all your lands every turn while your opponent can only untap one per turn.

If you have any sugestions on improving this deck please e-mail me at [Lothar23@aol.com](mailto:Lothar23@aol.com) with them, but in the mean time please enjoy the deck

Thanks,  
Lothar Turalayon  
[Lothar23@aol.com](mailto:Lothar23@aol.com)