

# **AI\_WHITE**

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**COLLABORATORS**

	<i>TITLE :</i> AI_WHITE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## AI\_WHITE

### 1.1 Alliances - White Cards

#### Alliances - White Cards

Carrier Pigeons

Errand of Duty

Exile

Inheritance

Ivory Gargoyle

Juniper Order Advocate

Kjeldoran Escort

Kjeldoran Home Guard

Kjeldoran Pride

Martyrdom

Noble Steeds

Reinforcements

Reprisal

Royal Decree

Royal Herbalist

Scars of the Veteran

Seasoned Tactician

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Sustaining Spirit

Sworn Defender

Unlikely Alliance

Wild Aesthir

## 1.2 Carrier Pigeons

Carrier Pigeons

Color = White

Rarity = AI (C1/C1)

Type = Summon Pigeons (1/1)

Cost = 3W

Artist = Pat Morrissey / Pat Morrissey

NOTE: There are TWO different artworks for this card.

Text (AI): Flying

Draw a card at the beginning of the upkeep of the turn after  
Carrier Pigeons comes into play.

Flavor Text: "Birds know no borders ! Why, then, should we ?"

---General Varchild, in a missive to King Darien of Kjeldor

Flavor Text: "It's true I ask no fealty of the flocks - but surely  
we are more than mere beasts."

---King Darien of Kjeldor, in a missive to General Varchild

NO RULINGS

## 1.3 Errand of Duty

Errand of Duty

Color = White

Rarity = AI (C1/C1)

Type = Instant

Cost = 1W

Artist = Julie Baroh / Julie Baroh

NOTE: There are TWO different artworks for this card.

Text (AI): Put a Knight token into play. Treat this token as a 1/1 white  
creature with banding.

Flavor Text: "Call every able sword to our side.

Kjeldor will stand triumphant !"

---King Darien of Kjeldor

---

Flavor Text: "May they speed to their task, for the Skyknights  
alone cannot hold Kjeldor safe."  
---Arna Kennerud, Skycaptain

NO RULINGS

## 1.4 Exile

Exile

Color = White  
Rarity = AI (R2)  
Type = Instant  
Cost = 2W  
Artist = Rob Alexander

Text (AI): Remove target non-white attacking creature from the game. Gain  
life equal to that creature's toughness.

NO RULINGS

## 1.5 Inheritance

Inheritance

Color = White  
Rarity = AI (U2)  
Type = Enchantment  
Cost = W  
Artist = Kaja Foglio

Text (AI): <3>: Draw a card. Use this ability only when a creature is put  
into the graveyard from play, and only once for each creature  
put into the graveyard.

Flavor Text: "More than lessons may be gained from the past."  
---Halvor Arensson, Kjeldoran Priest

NO RULINGS

## 1.6 Ivory Gargoyle

Ivory Gargoyle

Color = White  
Rarity = AI (R2)  
Type = Summon Gargoyle (2/2)  
Cost = 4W  
Artist = Quinton Hoover

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Text (AI): Flying

If Ivory Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase.

<4W>: Remove Ivory Gargoyle from the game.

Rulings

## 1.7 Juniper Order Advocate

Juniper Order Advocate

Color = White

Rarity = AI (U2)

Type = Summon Knight (1/2)

Cost = 2W

Artist = Douglas Shuler

Text (AI): As long as Juniper Order Advocate is untapped, all green creatures you control get +1/+1.

Flavor Text: "In these troubled times, we alone carry the hope of reconciliation between Elf and Human."

---Jaeuhl Carthalion, Juniper Order Advocate

Rulings

## 1.8 Kjeldoran Escort

Kjeldoran Escort

Color = White

Rarity = AI (C1/C2)

Type = Summon Soldier (2/3)

Cost = 2WW

Artist = Bryon Wackwitz / Bryon Wackwitz

NOTE: There are TWO different artworks for this card.

Text (AI): Banding

Flavor Text: "We willingly trade with Kjeldor, but the peace we build must come from both our lands."

---Lovisa Coldeyes, Balduvian Chieftain

Flavor Text: "The first caravan has passed safely through the Karplusan Mountains without incident, forging a trade route to Balduvia. Kjeld himself would never have believed it !"

---King Darien of Kjeldor

NO RULINGS

## 1.9 Kjeldoran Home Guard

Kjeldoran Home Guard

Color = White  
Rarity = AI(U2)  
Type = Summon Soldier (1/6)  
Cost = 3W  
Artist = Andi Rusu

Text(AI): At the end of any combat in which Kjeldoran Home Guard attacked or blocked, put a -0/-1 counter on Kjeldoran Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature

Rulings

## 1.10 Kjeldoran Pride

Kjeldoran Pride

Color = White  
Rarity = AI(C1/C1)  
Type = Enchant Creature  
Cost = 1W  
Artist = Kaja Foglio / Kaja Foglio

NOTE: There are TWO different artworks for this card.

Text(AI): Enchanted creature gets +1/+2.  
<2U>: Switch Kjeldoran Pride from creature it enchants to another creature. Kjeldoran Pride's new target must be legal. Treat Kjeldoran Pride as though it were just cast on the new target.

Rulings

## 1.11 Martyrdom

Martyrdom

Color = White  
Rarity = AI(C1/C1)  
Type = Instant  
Cost = 1WW  
Artist = Mark Poole / Mark Poole

NOTE: There are TWO different artworks for this card.

Text(AI): Until end of turn, you may redirect to target creature you control any amount of damage.

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Flavor Text: "Martyrs are cheaper than mercenaries,  
and a far better investment."  
---General Varchild

Flavor Text: "The only true immortality is in dying for a cause."  
---Halvor Arensson, Kjeldoran Priest

Rulings

## 1.12 Noble Steeds

Noble Steeds

Color = White  
Rarity = AI (C1/C1)  
Type = Enchantment  
Cost = 2W  
Artist = Rebecca Guay / Rebecca Guay

NOTE: There are TWO different artworks for this card.

Text (AI): <1W>: Target creature gains first strike until end of turn.

Flavor Text: "Only an animal born in the wild has sufficient  
heart to be a true Knight's steed."  
---King Darien of Kjeldor

Flavor Text: "They are fighters as fine as any Knight they carry."  
---Arna Kennerud, Skycaptain

NO RULINGS

## 1.13 Reinforcements

Reinforcements

Color = White  
Rarity = AI (C1/C1)  
Type = Instant  
Cost = W  
Artist = Diana Vick / Diana Vick

NOTE: There are TWO different artworks for this card.

Text (AI): Put up to three target creature cards from you graveyard on top  
of your library in any order.

Flavor Text: "Let them send their legions ! I will show them that my  
truth is stronger than their swords."  
---General Varchild

Flavor Text: "We aided the Balduvians once before. They need but ask

and we shall do so again."  
---King Darien of Kjeldor

Rulings

## 1.14 Reprisal

Reprisal

Color = White  
Rarity = AI(U3/U3)  
Type = Instant  
Cost = 1W  
Artist = Randy Asplund-Faith / Randy Asplund-Faith

NOTE: There are TWO different artworks for this card.

Text(AI): Bury target creature with power 4 or greater.

Flavor Text: "The meek shall fight as one, and they shall  
overcome even the greatest of foes."  
---Halvor Arensson, Kjeldoran Priest

Flavor Text: "Kjeldor's borders are secure, and its citizens are prepared  
to take up arms in defense of their families."  
---King Darien of Kjeldor

NO RULINGS

## 1.15 Royal Decree

Royal Decree

Color = White  
Rarity = AI(R2)  
Type = Enchantment  
Cost = 2WW  
Artist = Pete Venters

Text(AI): Cumulative Upkeep: <W>  
Whenever a swamp, mountain, black permanent, or red permanent  
becomes tapped, Royal Decree deals 1 damages to that permanent's  
controller.

NO RULINGS

## 1.16 Royal Herbalist

Royal Herbalist

Color = White  
Rarity = AI(C1/C1)  
Type = Summon Cleric (1/1)  
Cost = W  
Artist = Douglas Shuler / Douglas Shuler

NOTE: There are TWO different artworks for this card.

Text(AI): <2>: Remove the top card of your library from the game to gain 1 life.

Flavor Text: "It's not so easy anymore. Nothing grows in Kjeldor but seaweed."  
---Halvor Arensson, Kjeldoran Priest

Flavor Text: "Just as an Herbalist heals a wound, so must we heal the rift between Balduvia and Kjeldor."  
---King Darien of Kjeldor

NO RULINGS

## 1.17 Scars of the Veteran

Scars of the Veteran

Color = White  
Rarity = AI(U2)  
Type = Instant  
Cost = 4W  
Artist = Dan Frazier

Text(AI): You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost. Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran put a +0/+1 counter on that creature at end of turn.

Rulings

## 1.18 Seasoned Tactician

Seasoned Tactician

Color = White  
Rarity = AI(U2)  
Type = Summon Tactician (1/3)  
Cost = 2W  
Artist = Dan Frazier

Text(AI): <3>: Remove the top four cards of you library from the game to

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prevent all damage to you from one source.

Flavor Text: "The benefits of peace far outweigh the pride of Generals."  
---King Darien of Kjeldor

Rulings

## 1.19 Sustaining Spirit

Sustaining Spirit

Color = White  
Rarity = AI (R2)  
Type = Summon Guardian (0/3)  
Cost = 1W  
Artist = Rebecca Guay

Text (AI): Cumulative Upkeep: <1W>  
Any damage that would reduce your life total to less than 1  
instead reduces it to 1.

Flavor Text: "Faith is our greatest protector."  
---Halvor Arensson, Kjeldoran Priest

Rulings

## 1.20 Sworn Defender

Sworn Defender

Color = White  
Rarity = AI (R2)  
Type = Summon Knight (1/3)  
Cost = 2WW  
Artist = D. Alexander Gregory

Text (AI): <1>: Change Sworn Defender's power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change Sworn Defender's toughness to 1 plus the power of that creature, until end of turn.

Rulings

## 1.21 Unlikely Alliance

Unlikely Alliance

Color = White  
Rarity = AI (U2)  
Type = Enchantment

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Cost = 1W  
Artist = Phil Foglio

Text(AI): <1W>: Target non-attacking, non-blocking creature gets +0/+2 until end of turn.

Flavor Text: "Strange alliances are alliances still,  
and provide the same protection."  
---King Darien of Kjeldor

Rulings

## 1.22 Wild Aesthir

Wild Aesthir

Color = White  
Rarity = AI(C1/C2)  
Type = Summon Aesthir (1/1)  
Cost = 2W  
Artist = Greg Simanson / Greg Simanson

NOTE: There are TWO different artworks for this card.

Text(AI): Flying, first strike  
<WW>: +2/+0 until end of turn. You cannot spend more than <WW>  
in this way each turn.

Flavor Text: "What Barbarian secrets do they spy from their lofty perch ?"  
---General Varchild

Flavor Text: "High in the Karplusans, death is swift and razor-clawed."  
---Arna Kennerud, Skycaptain

NO RULINGS

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