VI_WHITE

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COLLABORATORS			
	TITLE : VI_WHITE		
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                    Visions - White Cards


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1.2 Archangel

Archangel

```
Color  = White
Rarity = VI(R)
Type   = Summon Angel (5/5)
Cost   = 5WW
Artist = Christopher Rush
```

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

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

```
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

```
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)
```

```
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.
```

 NO RULINGS

1.16 Peace Talks

```
Peace Talks

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

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.

  NO 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.

```
   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

```
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
```

```
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