

3E_WHITE

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COLLABORATORS

	<i>TITLE :</i> 3E_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

3E_WHITE

1.1 Revised Edition - White Cards

Revised Edition - White Cards

Animate Wall	Armageddon	
Balance	Benalish Hero	
Black Ward	Blessing	
Blue Ward	Castle	
CoP: Black	CoP: Blue	
CoP: Green	CoP: Red	
CoP: White	Conversion	
Crusade	Death Ward	
Disenchant	Eye for an Eye	
Farmstead		
Green Ward		
Guardian Angel		
Healing Salve		
Holy Armor	Holy Strength	
Island Sanctuary	Karma	
Lance		
Mesa Pegasus		
Northern Paladin	Pearled Unicorn	
Personal Incarnation	Purelace	
Red Ward		
Resurrection		
	Reverse Damage	Reverse Polarity
Righteousness	Samite Healer	
Savannah Lions	Serra Angel	
Swords to Plowshares		
Veteran Bodyguard		
	Wall of Swords	White Knight
White Ward	Wrath of God	

1.2 Farmstead

Farmstead

Color = White
Rarity = A/B/UL(R) / RV(R)
Type = Enchant Land
Cost = WWW
Artist = Mark Poole

Text (RV): Target land's controller gains 1 life if <WW> is spent during controller's upkeep. You can not gain more than 1 life each turn through this enchantment.

Text (UL): Target land's controller gains 1 life each upkeep if <WW> is spent. Target land still generates mana as usual.

Rulings

1.3 Guardian Angel

Guardian Angel

Color = White
Rarity = A/B/UL(C) / RV(C)
Type = Instant
Cost = XW
Artist = Anson Maddocks

Text (RV): Prevents X damage from being dealt to any one target. Any further damage to the same target this turn can be canceled by spending 1 mana per point of damage to be canceled.

Text (UL): Prevents X damage from being done to any one target. Any further damage to the same target this turn can be canceled by spending 1 mana per point of damage to be canceled.

Rulings

1.4 Lance

Lance

Color = White
Rarity = A/B/UL(U) / RV(U)
Type = Enchant Creature
Cost = W
Artist = Rob Alexander

Text (RV): Target creature gains first strike.

Text (UL): Target creature gains first strike.

Rulings

1.5 Resurrection

Resurrection

Color = White
Rarity = A/B/UL(U) / RV(U)
Type = Sorcery
Cost = 2WW
Artist = Dan Frazier

Text (RV): Take a creature from your graveyard and put it directly into play. Treat this creature as though it were just summoned.

Text (UL): Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Rulings

1.6 Veteran Bodyguard

Veteran Bodyguard

Color = White
Rarity = A/B/UL(R) / RV(R)
Type = Summon Bodyguard (2/5)
Cost = 3WW
Artist = Douglas Shuler

Text (RV): Unless Bodyguard is tapped, any damage done do you by unblocked creatures is done instead to Bodyguard. You may not take this damage yourself, though you can prevent it if possible. No more than one Bodyguard of your choice can take damage for you in this manner each turn.

Text (UL): Unless Bodyguard is tapped, any damage done do you by unblocked creatures is done instead to Bodyguard. You may not take this damage yourself, though you can prevent it if possible.

Rulings
