

IA_WHITE

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COLLABORATORS

	<i>TITLE :</i> IA_WHITE		
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Chapter 1

IA_WHITE

1.1 Ice Age - White Cards

Ice Age - White Cards

Adarkar Unicorn

Arctic Foxes

Arenson's Aura

Armor of Faith

Battle Cry

Black Scarab

Blessed Wine

Blinking Spirit

Blue Scarab

Call to Arms

Caribou Range
CoP: Black

CoP: Blue

CoP: Red

CoP: Green

CoP: White

Cold Snap

Cooperation
Death Ward

Disenchant

Drought

Elvish Healer

Enduring Renewal
Energy Storm
Formation
Fylgja
General Jarkeld
Green Scarab
Hallowed Ground
Heal
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Justice
Kelsinko Ranger
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Kjeldoran Phalanx
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Kjeldoran Skycaptain
Kjeldoran Skyknight
Kjeldoran Warrior
Lightning Blow
Lost Order of Jarkeld
Mercenaries
Order of the Sacred Torch
Order of the White Shield
Prismatic Ward
Rally
Red Scarab
Sacred Boon
Seraph

Shield Bearer
Snow Hound
Swords to Plowshares
Warning
White Scarab

1.2 Adarkar Unicorn

Adarkar Unicorn

Color = White
Rarity = IA(C)
Type = Summon Unicorn (2/2)
Cost = 1WW
Artist = Quinton Hoover

Text (IA): <T>: Add either <U> or <U> and one colorless mana to your mana pool. This mana is usable only for cumulative upkeep. Play this ability as an interrupt.

Flavor Text: "There is no nobler creature in all of Terisiare."
---General Jarkeld, the Arctic Fox

Rulings

1.3 Arctic Foxes

Arctic Foxes

Color = White
Rarity = IA(C)
Type = Summon Foxes (1/1)
Cost = 1W
Artist = Mark Poole

Text (IA): If defending player controls any snow-covered lands, no creature with power greater than 1 may be assigned to block Arctic Foxes.

Flavor Text: "Those Foxes are wily, swift, and ferocious.
They are the warriors of the snows."
---General Jarkeld, the Arctic Fox

NO RULINGS

1.4 Arenson's Aura

Arenson's Aura

Color = White
Rarity = IA(C)
Type = Enchantment
Cost = 2W
Artist = Nicola Leonard

Text(IA): <W>: Sacrifice an enchantment to destroy target enchantment.
<3UU>: Counter target enchantment.

Flavor Text: "I have my faith, and I have my prayers. But if push comes to shove, I've also got a little something extra."
---Halvor Arenson, Kjeldoran Priest

Rulings

1.5 Armor of Faith

Armor of Faith

Color = White
Rarity = IA(C)
Type = Enchant Creature
Cost = W
Artist = Anson Maddocks

Text(IA): Target creature gets +1/+1.
<W>: Creature Armor of Faith enchants gets +0/+1 until end of turn.

Flavor Text: "Keep your chainmail, warrior. I have my own form of protection."
---Halvor Arenson, Kjeldoran Priest

NO RULINGS

1.6 Battle Cry

Battle Cry

Color = White
Rarity = IA(U)
Type = Instant
Cost = 2W
Artist = Douglas Shuler

Text(IA): Untap all white creatures you control. Any creature that blocks this turn gets +0/+1 until end of turn.

Flavor Text: "In the thick of battle, you must keep your wits

about you. Yelling a lot helps, too."
---General Jarkeld, the Arctic Fox

NO RULINGS

1.7 Black Scarab

Black Scarab

Color = White
Rarity = IA(U)
Type = Enchant Creature
Cost = W
Artist = Kaja Foglio

Text(IA): Target creatures gets +2/+2 as long as any opponent controls any black cards. That creature cannot be blocked by black creatures.

NO RULINGS

1.8 Blessed Wine

Blessed Wine

Color = White
Rarity = IA(C)
Type = Instant
Cost = 1W
Artist = Kaja Foglio

Text(IA): Gain 1 life. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "May the bounty of Kjeld enrich your days."
---Halvor Arenson, Kjeldoran Priest

Rulings

1.9 Blinking Spirit

Blinking Spirit

Color = White
Rarity = IA(R)
Type = Summon Blinking Spirit (2/2)
Cost = 3W
Artist = L.A. Williams

Text(IA): <0>: Return Blinking Spirit to owner's hand.

Flavor Text: "Don't look at it! Maybe it'll go away!"
---Ib Halfheart, Goblin Tactician

NO RULINGS

1.10 Blue Scarab

Blue Scarab

Color = White
Rarity = IA(U)
Type = Enchant Creature
Cost = W
Artist = Amy Weber

Text (IA): Target creatures gets +2/+2 as long as any opponent controls any blue cards. That creature cannot be blocked by blue creatures.

NO RULINGS

1.11 Call to Arms

Call to Arms

Color = White
Rarity = IA(R)
Type = Enchantment
Cost = 1W
Artist = Randy Gallegos

Text (IA): Choose a color. As long as target opponent controls more cards of that color than any other color, all white creatures get +1/+1. If at any time that opponent does not control more cards of that color than any other color, bury Call to Arms.

Rulings

1.12 Caribou Range

Caribou Range

Color = White
Rarity = IA(R)
Type = Enchant Land
Cost = 2WW
Artist = Richard Thomas

Text (IA): When Caribou Range comes into play, choose target land you control.
<WW>: Tap land Caribou Range enchants to put a Caribou token

into play. Treat this token as a 0/1 white creature.
<0>: Sacrifice a Caribou token to gain 1 life.

Rulings

1.13 Cold Snap

Cold Snap

Color = White
Rarity = IA(U)
Type = Enchantment
Cost = 2W
Artist = Randy Gallegos

Text (IA): Cumulative Upkeep: <2>
During each player's upkeep, Cold Snap deals 1 damage to that player for each snow-covered land he or she controls.

Flavor Text: Who knows from whence the winter comes?

Rulings

1.14 Cooperation

Cooperation

Color = White
Rarity = IA(C)
Type = Enchant Creature
Cost = 2W
Artist = Phil Foglio

Text (IA): Target creature gains banding.

Flavor Text: "The Elves train our healers, and we keep the Orcs at bay.
Most Elvish bargains aren't this fair."
---General Jarkeld, the Arctic Fox

NO RULINGS

1.15 Drought

Drought

Color = White
Rarity = IA(U)
Type = Enchantment
Cost = 2WW
Artist = NeNe Thomas

Text (IA): During your upkeep, pay <WW> or destroy Drought. Before a spell that requires as part of its casting cost may be cast, or an ability that requires as part of its activation cost may be played, the controller of that spell or ability sacrifices a swamp for each in the spell's casting cost or the ability's activation cost.

Rulings

1.16 Elvish Healer

Elvish Healer

Color = White
Rarity = IA(C)
Type = Summon Cleric (1/2)
Cost = 2W
Artist = Rick Emond

Text (IA): <T>: Prevent 1 damage to any non-green creature or any player or up to 2 damage to any green creature.

Flavor Text: "The Kjeldorans keep the Orcs at bay and we train their healers. Most human bargains aren't as fair."
---Laina of the Elvish Council

Rulings

1.17 Enduring Renewal

Enduring Renewal

Color = White
Rarity = IA(R)
Type = Enchantment
Cost = 2WW
Artist = Harold McNeill

Text (IA): Play with the cards in your hand face up on the table. If you draw a creature card from your library, discard it. Whenever a creature goes to your graveyard from play, put that creature into your hand.

Flavor Text: That which lasts longer serves best.

Rulings

1.18 Energy Storm

Energy Storm

Color = White
Rarity = IA(R)
Type = Enchantment
Cost = 1W
Artist = Sandra Everingham

Text (IA): Cumulative Upkeep: <1>
Damage dealt by instants, interrupts, and sorceries is reduced to 0. Creatures with flying do not untap during their controller's untap phase.

NO RULINGS

1.19 Formation

Formation

Color = White
Rarity = IA(R)
Type = Instant
Cost = 1W
Artist = Ken Meyer Jr.

Text (IA): Target creature gains banding until end of turn. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "I have been a warrior for over four hundred years, and yet each generation of Kjeldorans teaches me new tricks. There can be no better allies."
---Taaveti of Kelsinko, Elvish Hunter

Rulings

1.20 Fylgja

Fylgja

Color = White
Rarity = IA(C) (Promo)
Type = Enchant Creature
Cost = W
Artist = Edward Beard Jr.

Text (IA): When Fylgja comes into play, put four healing counters on it.
<0>: Remove a healing counter from Fylgja to prevent 1 damage to creature Fylgja enchants.
<2W>: Put a healing counter on Fylgja.

Rulings

1.21 General Jarkeld

General Jarkeld

Color = White
Rarity = IA(R)
Type = Summon Legend (1/2)
Cost = 3W
Artist = Richard Thomas

Text(IA): <T>: Switch the blocking creatures of two target attacking creatures; all defense must remain legal. Use this ability only during combat after defense is chosen and before damage is dealt.

Rulings

1.22 Green Scarab

Green Scarab

Color = White
Rarity = IA(U)
Type = Enchant Creature
Cost = W
Artist = Nicola Leonard

Text(IA): Target creatures gets +2/+2 as long as any opponent controls any green cards. That creature cannot be blocked by green creatures.

NO RULINGS

1.23 Hallowed Ground

Hallowed Ground

Color = White
Rarity = IA(U)
Type = Enchantment
Cost = 1W
Artist = Douglas Shuler

Text(IA): <WW>: Return target non-snow-covered land you control to owner's hand.

Flavor Text: "On this site where Kjeld's blood was spilled,
let none raise a fist or deny a beggar."
---Halvor Arenson, Kjeldoran Priest

NO RULINGS

1.24 Heal

Heal

Color = White
Rarity = IA(C)
Type = Instant
Cost = W
Artist = Mark Tedin

Text(IA): Prevent 1 damage to any creature or player. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "Sometimes even the smallest boon can save a life."
---Halvor Arenson, Kjeldoran Priest

Rulings

1.25 Hipparion

Hipparion

Color = White
Rarity = IA(U)
Type = Summon Hipparion (1/3)
Cost = 1W
Artist = Dameon Willich

Text(IA): Cannot be assigned to block a creature with power 3 or greater unless you pay an additional <1>.

Flavor Text: "Someone once said that Hipparions are to Warriors what Aesthir are to Skyknights. Don't believe it."
---General Jarkeld, the Arctic Fox

NO RULINGS

1.26 Justice

Justice

Color = White
Rarity = IA(U)
Type = Enchantment
Cost = 2WW
Artist = Ruth Thompson

Text(IA): During your upkeep, pay <WW> or destroy Justice. Whenever a red creature or spell deals damage, Justice deals an equal amount of damage to the controller of that creature or spell. If another spell or effect reduces the amount of damage a red creature or spell deals, it does not reduce the amount of damage dealt by

Justice.

Rulings

1.27 Kelsinko Ranger

Kelsinko Ranger

Color = White
Rarity = IA(C)
Type = Summon Ranger (1/1)
Cost = W
Artist = Mark Poole

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

Flavor Text: "Rangers not trained by the Elves just aren't the same."
---Lucilde Fiksdotter,
Leader of the Order of the White Shield

NO RULINGS

1.28 Kjeldoran Elite Guard

Kjeldoran Elite Guard

Color = White
Rarity = IA(U)
Type = Summon Soldier (2/2)
Cost = 3W
Artist = Melissa Benson

Text (IA): <T>: Target creature gets +2/+2 until end of turn. If that creature leaves play this turn, bury Kjeldoran Elite Guard. Use this ability only when attack or defense is announced.

Flavor Text: The winged helms of the Guard are put on for pageants - but taken off for war.

Rulings

1.29 Kjeldoran Guard

Kjeldoran Guard

Color = White
Rarity = IA(C)
Type = Summon Soldier (1/1)
Cost = 1W

Artist = Anthony Waters

Text (IA): <T>: Target creature gets +1/+1 until end of turn. If that creature leaves play this turn, bury Kjeldoran Guard. Use this ability only when attack or defense is announced and only if defending player controls no snow-covered lands.

Rulings

1.30 Kjeldoran Knight

Kjeldoran Knight

Color = White
Rarity = IA (R)
Type = Summon Knight (1/1)
Cost = WW
Artist = Ron Spencer

Text (IA): Banding
<1W>: +1/+0 until end of turn
<WW>: +0/+2 until end of turn

Flavor Text: "Those who do not ride the wind on Aesthir still command loyalty and respect."
---Arna Kennerud, Skyknight

NO RULINGS

1.31 Kjeldoran Phalanx

Kjeldoran Phalanx

Color = White
Rarity = IA (R)
Type = Summon Soldiers (2/5)
Cost = 5W
Artist = Richard Kane-Ferguson

Text (IA): Banding, first strike

Flavor Text: "There's nothing I like better than watching a street full of soldiers kicking down the doors of the guilty and the impure."
---Avram Garrison, Leader of the Knights of Stromgald

NO RULINGS

1.32 Kjeldoran Royal Guard

Kjeldoran Royal Guard

Color = White
Rarity = IA(R)
Type = Summon Soldiers (2/5)
Cost = 3WW
Artist = L.A. Williams

Text (IA): <T>: Redirect to Kjeldoran Royal Guard all damage dealt to you from unblocked creatures this turn.

Flavor Text: "Honorable in battle, generous in death."
---Motto of the Kjeldoran Royal Guard

Rulings

1.33 Kjeldoran Skycaptain

Kjeldoran Skycaptain

Color = White
Rarity = IA(U)
Type = Summon Soldier (2/2)
Cost = 4W
Artist = Mark Poole

Text (IA): Banding, flying, first strike

Flavor Text: "If we do our duty and uphold our honor, Kjeldor shall stand for a thousand years."
---Arna Kennerud, Skyknight

NO RULINGS

1.34 Kjeldoran Skyknight

Kjeldoran Skyknight

Color = White
Rarity = IA(C)
Type = Summon Soldier (1/1)
Cost = 2W
Artist = Mark Poole

Text (IA): Banding, flying, first strike

Flavor Text: "My Aesthir is my most trusted ally. We fight as one and live as one, and we will die as one."
---Arna Kennerud, Skyknight

NO RULINGS

1.35 Kjeldoran Warrior

Kjeldoran Warrior

Color = White
Rarity = IA(C)
Type = Summon Hero (1/1)
Cost = W
Artist = Mark Poole

Text (IA): Banding

Flavor Text: "Give me a thousand such Warriors and I
could change the world."
---Avram Garrison, Leader of the Knights of Stromgald.

NO RULINGS

1.36 Lightning Blow

Lightning Blow

Color = White
Rarity = IA(R)
Type = Instant
Cost = 1W
Artist = Harold McNeill

Text (IA): Target creature gains first strike until end of turn. Draw a
card at the beginning of the next turn's upkeep.

Flavor Text: "If you do it right, they'll never know what hit them."
---General Jarkeld, the Arctic Fox

Rulings

1.37 Lost Order of Jarkeld

Lost Order of Jarkeld

Color = White
Rarity = IA(R)
Type = Summon Knights (1+*/1+*)
Cost = 2WW
Artist = Andi Rusu

Text (IA): Lost Order of Jarkeld has power and toughness each equal to 1
plus the number of creatures target opponent controls.

Flavor Text: "Let us remember brave Jarkeld and his troops, who
perished in the Andarkar Wastes so long ago."
---Halvor Arenson, Kjeldoran Priest

NO RULINGS

1.38 Mercenaries

Mercenaries

Color = White
Rarity = IA(R)
Type = Summon Mercenaries (3/3)
Cost = 3W
Artist = Cornelius Brudi

Text (IA): Whenever Mercenaries damages a player, that player may pay <3> to prevent that damage.

Flavor Text: "Blasted amateurs! Doesn't the queen think we can fight well enough on our own?"
---Avram Garrison, Leader of the Knights of Stromgald

NO RULINGS

1.39 Order of the Sacred Torch

Order of the Sacred Torch

Color = White
Rarity = IA(R)
Type = Summon Paladin (2/2)
Cost = 1WW
Artist = Richard Thomas

Text (IA): <T>: Pay 1 life to destroy target black spell. Effects that prevent or redirect damage cannot be used to counter this loss of life. Play this ability as an interrupt.

Rulings

1.40 Order of the White Shield

Order of the White Shield

Color = White
Rarity = IA(U)
Type = Summon Knights (2/1)
Cost = WW
Artist = Richard Thomas

Text (IA): Protection from black
<W>: First strike until end of turn

<WW>: +1/+0 until end of turn

Flavor Text: "Shall we turn away a worthy soul because his parents were peasants? I think not."

---Lucilde Fiksdotter,
Leader of the Order of the White Shield

NO RULINGS

1.41 Prismatic Ward

Prismatic Ward

Color = White
Rarity = IA(C) (Promo)
Type = Enchant Creature
Cost = 1W
Artist = L.A. Williams

Text (IA): When Prismatic Ward comes into play, choose a color; all damage dealt to target creature by sources of that color is reduced to 0.

Flavor Text: "These, of all spells, must have common components I can isolate and use."

---Halvor Arnsson, Kjeldoran Priest

Rulings

1.42 Rally

Rally

Color = White
Rarity = IA(C)
Type = Instant
Cost = WW
Artist = Heather Hudson

Text (IA): All blocking creatures get +1/+1 until end of turn.

Flavor Text: "Stand your ground, troops! This shall be our finest hour!"

---General Jarkeld, the Arctic Fox

NO RULINGS

1.43 Red Scarab

Red Scarab

Color = White

Rarity = IA(U)
Type = Enchant Creature
Cost = W
Artist = Sandra Everingham

Text (IA): Target creatures gets +2/+2 as long as any opponent controls any red cards. That creature cannot be blocked by red creatures.

NO RULINGS

1.44 Sacred Boon

Sacred Boon

Color = White
Rarity = IA(U)
Type = Instant
Cost = 1W
Artist = Mike Raabe

Text (IA): Prevent up to 3 damage to target creature. At end of turn, put a +0/+1 counter on that creature for each 1 damage prevented by Sacred Boon.

Flavor Text: "Divine gifts are granted to those who are worthy."
---Halvor Arenson, Kjeldoran Priest

Rulings

1.45 Seraph

Seraph

Color = White
Rarity = IA(R)
Type = Summon Angel (4/4)
Cost = 6W
Artist = Christopher Rush

Text (IA): Flying
At the end of a turn in which any creature is damaged by Seraph and put into the graveyard, put that creature directly into play under your control as though it were just summoned. If you lose control of Seraph or if Seraph leaves play, bury the creature.

Rulings

1.46 Shield Bearer

Shield Bearer

Color = White
Rarity = IA(C)
Type = Summon Soldier (0/3)
Cost = 1W
Artist = Dan Frazier

Text (IA): Banding

Flavor Text: "You have almost completed your four years, my son.
Soon you shall be a Skyknight."
---Arna Kennerud, Skyknight

NO RULINGS

1.47 Snow Hound

Snow Hound

Color = White
Rarity = IA(U)
Type = Summon Dog (1/1)
Cost = 2W
Artist = Pat Morrissey

Text (IA): <1T>: Return Snow Hound to owner's hand and target blue or green creature you control to owner's hand.

Flavor Text: "If you're starving, eat your horses, your dead,
or yourself - but never eat your dog."
---General Jarkeld, the Arctic Fox

NO RULINGS

1.48 Warning

Warning

Color = White
Rarity = IA(C)
Type = Instant
Cost = W
Artist = Pat Morrissey

Text (IA): Target attacking creature deals no damage in combat this turn.

Flavor Text: "The folk of the Karplusan Mountains are
impossible to ambush."
---Lovisa Coldeyes, Balduvian Chieftain

NO RULINGS

1.49 White Scarab

White Scarab

Color = White

Rarity = IA(U)

Type = Enchant Creature

Cost = W

Artist = Kaja Foglio

Text(IA): Target creatures gets +2/+2 as long as any opponent controls any white cards. That creature cannot be blocked by white creatures.

NO RULINGS
