LG_WHITE

Tom de Ruyter

COLLABORATORS			
	TITLE : LG_WHITE		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Tom de Ruyter	April 18, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

LG_WHITE

1.1 Legends - White Cards

```
            Legends - White Cards

    Akron Legionnaire

    Alabaster Potion

    Amrou Kithkin

    Angelic Voices

    Cleanse

    Clergy of the Holy Nimbus

    D'Avenant Archer

    Divine Intervention

    Divine Offering

    Divine Transformation

    Elder Land Wurm

    Enchanted Being

    Equinox

    Fortified Area

    Glyph of Life

    Great Defender

    Great Wall
```

Greater Realm of Preservation

Heaven's Gate

Holy Day

Indestructible Aura

Infinite Authority

Ivory Guardians

Keepers of the Faith

Kismet

Land Tax

Lifeblood

Moat

Osai Vultures

Petra Sphinx

Presence of the Master

Rapid Fire

Remove Enchantments

Righteous Avengers

Seeker

Shield Wall

Spirit Link

Spiritual Sanctuary

Thunder Spirit

Tundra Wolves

Visions

Wall of Caltrops

Wall of Light

1.2 Akron Legionnaire

```
Akron Legionnaire

Color   = White
Rarity  = LG(R) / CR(U1)
Type    = Summon Legionnaire (8/4)
Cost    = 6WW
Artist  = Mark Poole

Text(LG): None of your non-artifact creatures may attack except Akron
          Legionnaire.

Text(CR): Except for Akron Legionnaires, non-artifact creatures you control
          cannot attack.

   Rulings
```

1.3 Alabaster Potion

```
Alabaster Potion

Color   = White
Rarity  = LG(C2) / 4E(C)
Type    = Instant
Cost    = XWW
Artist  = Harold McNeill

Text(LG): Target player gains X life or prevents X damage to any one
          creature or player.

Text(4E): Give target player X life, or prevent X damage to any creature
          or player.

Flavor Text: "Healing is a matter of time, but it is sometimes
              also a matter of opportunity."
              ---D'Avenant proverb

 NO RULINGS
```

1.4 Amrou Kithkin

```
Amrou Kithkin

Color   = White
Rarity  = LG(C2 / 4E(C)
Type    = Summon Kithkin (1/1)
Cost    = WW
Artist  = Quinton Hoover

Text(LG): Creatures with power greater than 2 may not be assigned to block
          Kithkin. Blocker's power may be increased after blocking has
          been assigned.
```

```
Text(4E): No creature with power greater than 2 may be assigned to block
         Kithkin.

Flavor Text: Quick and agile, Amrou Kithkin can usually escape
             from even the most fearsome opponents.

  NO RULINGS
```

1.5 Angelic Voices

```
Angelic Voices

Color  = White
Rarity = LG(R) / CR(U1)
Type   = Enchantment
Cost   = 2WW
Artist = Julie Baroh

Text(LG): As long as the only creatures you control are white or artifact
         creatures all your creatures gain +1/+1.

Text(CR): As long as the only creatures you control are white or artifact
         creatures, all creatures you control get +1/+1.

  Rulings
```

1.6 Cleanse

```
Cleanse

Color  = White
Rarity = LG(R)
Type   = Sorcery
Cost   = 2WW
Artist = Phil Foglio

Text(LG): All black creatures in play are destroyed.

Flavor Text: The clouds broke and the sun's rays burst forth;
             each foul beast in its turn faltered, and was gone.

  NO RULINGS
```

1.7 Clergy of the Holy Nimbus

```
Clergy of the Holy Nimbus

Color  = White
Rarity = LG(C2)
```

```
Type    = Summon Priest (1/1)
Cost    = W
Artist  = Daniel Gelon
```

Text(LG): When Clergy are destroyed or take lethal damage, unless opponent
         pays <1> Clergy are regenerated.

   Rulings

1.8 D'Avenant Archer

D'Avenant Archer

```
Color   = White
Rarity  = LG(C2) / CR(C3)
Type    = Summon Archer (1/2)
Cost    = 2W
Artist  = Douglas Shuler
```

Text(LG): <T>: Archer does 1 damage to target attacking or blocking
         creature.

Text(CR): <T>: D'Avenant Archer deals 1 damage to target attacking or
         blocking creature.

   Rulings

1.9 Divine Intervention

Divine Intervention

```
Color   = White
Rarity  = LG(R)
Type    = Enchantment
Cost    = 6WW
Artist  = Amy Weber
```

Text(LG): Put two counters on this card. Remove a counter during your
         upkeep. When you remove the last counter from Divine
         Intervention, the game is over and considered a draw.

   Rulings

1.10 Divine Offering

Divine Offering

```
Color   = White
Rarity  = LG(C2) / CR(C3) / MI(C)
Type    = Instant
```

```
Cost    = 1W
Artist  = Jeff A. Menges (LG/CR) / Terese Nielsen (MI)

Text(MI): Destroy target artifact. Gain an amount of life equal to that
          artifact's casting cost.

Text(CR): Destroy target artifact. Gain life equal to the artifact's
          casting cost.

Text(LG): Destroy target artifact. You gain life points equal to casting
          cost of artifact.

Flavor Text: D'Haren stared at the twisted lump of metal that had
             been a prized artifact. The fight was getting ugly.

   Rulings
```

1.11   Divine Transformation

```
Divine Transformation

Color   = White
Rarity  = LG(R) / 4E(U)
Type    = Enchant Creature
Cost    = 2WW
Artist  = NeNe Thomas

Text(LG): Target creature gains +3/+3.

Text(4E): Target creature gets +3/+3.

Flavor Text: Glory surged through her and radiance surrounded her.
             All things were possible with the blessing of the Divine.

  NO RULINGS
```

1.12   Elder Land Wurm

```
Elder Land Wurm

Color   = White
Rarity  = LG(R) / 4E(R)
Type    = Summon Wurm (5/5)
Cost    = 4WWW
Artist  = Quinton Hoover

Text(LG): Trample
          Wurm cannot attack until it has been assigned as a blocker.

Text(4E): Trample
          Cannot attack until assigned as a blocker.
```

Flavor Text: Sometimes it's best to let sleeping dragons lie.

  Rulings

1.13 Enchanted Being

Enchanted Being

```
Color   = White
Rarity  = LG(C1)
Type    = Summon Being (2/2)
Cost    = 1WW
Artist  = Douglas Shuler
```

Text(LG): Any damage dealt to Enchanted Being during combat by creatures
         with one or more enchantment cards played on them is reduced
         to 0.

 NO RULINGS

1.14 Equinox

Equinox

```
Color   = White
Rarity  = LG(C1)
Type    = Enchant Land
Cost    = W
Artist  = Susan van Camp
```

Text(LG): Tap land enchanted with Equinox to counter a spell that
         destroys one or more of your lands. This ability is played
         as an interrupt.

  Rulings

1.15 Fortified Area

Fortified Area

```
Color   = White
Rarity  = LG(U1) / 4E(C)
Type    = Enchantment
Cost    = 1WW
Artist  = Randy Asplund-Faith
```

Text(LG): All your walls gain +1/+0 and banding.

Text(4E): All walls you control gain banding and +1/+0.

NO RULINGS

1.16   Glyph of Life

```
Glyph of Life

Color   = White
Rarity  = LG(C2)
Type    = Instant
Cost    = W
Artist  = Susan van Camp
```

Text(LG): Damage done to target wall by attacking creatures is added to
          your life point total.

Flavor Text: Any wall can be battered down, but at what cost?

  Rulings

1.17   Great Defender

```
Great Defender

Color   = White
Rarity  = LG(U1)
Type    = Instant
Cost    = W
Artist  = Mark Poole
```

Text(LG): Target creature gains +0/+X until end of turn where X is the
          creature's casting cost.

 NO RULINGS

1.18   Great Wall

```
Great Wall

Color   = White
Rarity  = LG(U1)
Type    = Enchantment
Cost    = 2W
Artist  = Sandra Everingham
```

Text(LG): Creatures with plainswalk may be blocked as if they did not have
          this ability.

 NO RULINGS

1.19   Greater Realm of Preservation

Greater Realm of Preservation

Color   = White
Rarity = LG(U1)
Type   = Enchantment
Cost   = 1W
Artist = NeNe Thomas

Text(LG): <1W>: Prevents all damage against you from one red or black
          source. If a source does damage to you more than once in a turn,
          you must pay <1W> each time you want to prevent the damage.

  NO RULINGS

1.20   Heaven's Gate

Heaven's Gate

Color   = White
Rarity = LG(U1)
Type   = Instant
Cost   = W
Artist = Douglas Shuler

Text(LG): Changes the color of one or more target creatures to white
          until end of turn. You choose which and how many creatures
          are affected. Costs to tap, maintain, or use a special
          ability of target creatures remains entirely unchanged.

  NO RULINGS

1.21   Holy Day

Holy Day

Color   = White
Rarity = LG(C1)
Type   = Instant
Cost   = W
Artist = Justin Hampton

Text(LG): Creatures attack and block as normal, but none deal any damage.
          All attacking creatures are still tapped. Play any time before
          attack damage is assigned.

Flavor Text: "The day of spirits; my soul's calm retreat
              Which none disturb!"
              ---Henry Vaughan, "Silex Scintillans"

  Rulings

1.22   Indestructible Aura

```
Indestructible Aura

Color   = White
Rarity  = LG(C2) / CR(C3)
Type    = Instant
Cost    = W
Artist  = Mark Poole

Text(LG): Any damage dealt to target creature for remainder of turn is
          reduced to 0.

Text(CR): Any damage dealt to target creature for the rest of the turn is
          reduced to 0.

Flavor Text: Theodar strode the battle lines, snatching swords
             with his bare hands and casting them aside until
             all cowered before him.

   Rulings
```

1.23   Infinite Authority

```
Infinite Authority

Color   = White
Rarity  = LG(R)
Type    = Enchant Creature
Cost    = WWW
Artist  = Douglas Shuler

Text(LG): All creatures with toughness 3 or less blocking target creature
          are destroyed at end of combat. At the end of the turn put a
          +1/+1 counter on the target creature for each creature destroyed
          in this manner during the turn Counters remain on creature even
          if enchantment leaves play.

   Rulings
```

1.24   Ivory Guardians

```
Ivory Guardians

Color   = White
Rarity  = LG(U1) / CR(U3)
Type    = Summon Guardians (3/3)
Cost    = 4WW
Artist  = Melissa Benson

Text(LG): Protection from red.
          All guardians gain +1/+1 if an opponent controls any red cards.
```

Text(CR): As long as an opponent controls any red cards, all Guardians get
         +1/+1.

Flavor Text: The elite guard of the Mesa High Priests, the Ivory
             Guardians, were created to protect the innocent and
             faithful. Some say their actions are above the law.

   Rulings

1.25 Keepers of the Faith

Keepers of the Faith

Color = White
Rarity = LG(C2) / CR(C3)
Type   = Summon Keepers (2/3)
Cost   = 1WW
Artist = Daniel Gelon

Flavor Text: And then the Archangel Anthius spoke to them, saying,
             "Fear shall be vanquished by the Sword of Faith."

 NO RULINGS

1.26 Kismet

Kismet

Color = White
Rarity = LG(U1) / 4E(U)
Type   = Enchantment
Cost   = 3W
Artist = Kaja Foglio

Text(LG): All creatures, lands, and artifacts played by opponent come into
         play tapped.

Text(4E): All of target player's creatures, lands, and artifacts come into
         play tapped.

   Rulings

1.27 Land Tax

Land Tax

Color = White
Rarity = LG(U1) / 4E(R)
Type   = Enchantment

```
Cost    = W
Artist  = Brian Snoddy
```

Text(LG): During your upkeep, if an opponent controls more land than you,
         you may search your library and remove up to three basic land
         cards and put them into your hand. Reshuffle your library
         afterwards.

Text(4E): During your upkeep, if an opponent controls more land than you,
         you may search your library and remove up to three basic land
         cards and put them into your hand. Reshuffle your library
         afterwards.

   Rulings

1.28   Lifeblood

```
Lifeblood

Color   = White
Rarity  = LG(R)
Type    = Enchantment
Cost    = 2WW
Artist  = Mark Tedin
```

Text(LG): You gain 1 life point each time one of opponent's mountains
         becomes tapped.

Flavor Text: "Foolish wizard! As you tap the power of your
             lofty keep, so grows my strength."
             ---Malvern Xelionos, Letters

   Rulings

1.29   Moat

```
Moat

Color   = White
Rarity  = LG(R)
Type    = Enchantment
Cost    = 2WW
Artist  = Jeff A. Menges
```

Text(LG): Non-flying creatures cannot attack.

Flavor Text: The purpose of any moat is to impede attack. Some are
             filled with water, some with thistles. Some are filled
             with things best left unseen.

   Rulings

1.30   Osai Vultures

```
Osai Vultures

Color  = White
Rarity = LG(C1) / 4E(U)
Type   = Summon Vultures (1/1)
Cost   = 1W
Artist = Dan Frazier

Text(LG): Flying
          At the end of any turn in which a creature is placed in the
          graveyard from  play, put a counter on the Vultures. Remove
          two counters to give the Vultures +1/+1 until end of turn.

Text(4E): Flying
          At the end of any turn in which a creature is put into the
          graveyard from play, put a carrion counter on Vultures.
          <0>: Remove two carrion counters to give Vultures +1/+1
          until end of turn.

   Rulings
```

1.31   Petra Sphinx

```
Petra Sphinx

Color  = White
Rarity = LG(R) / CR(U1)
Type   = Summon Sphinx (3/4)
Cost   = 2WWW
Artist = Sandra Everingham

Text(LG): <T>: Target player names a card and then turns over the top card
          of his or her library. If it matches the named card, the card is
          put in the player's hand; otherwise it is put into the graveyard.

Text(CR): <T>: Target player names a card and then turns over the top card
          of his or her library. If it is the card named, put it into that
          player's hand. Otherwise, put it into the player's graveyard.

Flavor Text: What walks on four legs in the morning, two legs in
             the afternoon, and three legs in the evening?

   Rulings
```

1.32   Presence of the Master

```
Presence of the Master

Color  = White
Rarity = LG(U1)
```

```
Type    = Enchantment
Cost    = 3W
Artist  = Phil Foglio

Text(LG): While Presence of the Master is in play, any new enchantments
          cast are countered.
```

  Rulings

1.33   Rapid Fire

```
Rapid Fire

Color   = White
Rarity  = LG(R)
Type    = Instant
Cost    = 3W
Artist  = Justin Hampton

Text(LG): Play before defense is chosen. Target creature gains first
          strike until end of turn. If the creature does not already
          have rampage, then it also gains rampage: 2 until end of turn.
```

 NO RULINGS

1.34   Remove Enchantments

```
Remove Enchantments

Color   = White
Rarity  = LG(C1)
Type    = Instant
Cost    = W
Artist  = Brian Snoddy

Text(LG): Remove all enchantments you control and remove all enchantment
          cards played on all permanents you control. If this spell is
          cast during opponent's attack, also remove all enchantment cards
          played on attacking creatures. All enchantments you own are
          returned to your hand; all other enchantments are destroyed.
```

  Rulings

1.35   Righteous Avengers

```
Righteous Avengers

Color   = White
Rarity  = LG(U1)
Type    = Summon Avengers (3/1)
```

```
Cost    = 4W
Artist  = Heather Hudson
```

Text(LG): Plainswalk

Flavor Text: Few can withstand the wrath of the righteous.

  NO RULINGS

1.36 Seeker

```
Seeker
```

```
Color   = White
Rarity  = LG(U1) / 4E(C)
Type    = Enchant Creature
Cost    = 2WW
Artist  = Mark Poole
```

Text(LG): Target creature cannot be blocked by any creatures except white
          creatures and artifact creatures.

Text(4E): Target creature cannot be blocked except by white creatures and
          artifact creatures.

  NO RULINGS

1.37 Shield Wall

```
Shield Wall
```

```
Color   = White
Rarity  = LG(U1) / CR(U3)
Type    = Instant
Cost    = 1W
Artist  = Douglas Shuler
```

Text(LG): All your creatures gain +0/+2 until end of turn.

Text(CR): All creatures you control get +0/+2 until end of turn.

  NO RULINGS

1.38 Spirit Link

```
Spirit Link
```

```
Color   = White
Rarity  = LG(U1) / 4E(U)
Type    = Enchant Creature
```

```
Cost    = W
Artist  = Kaja Foglio
```

Text(LG): For every point of damage target creature does, you gain 1 life.

Text(4E): Gain 1 life for every 1 damage target creature deals. You may
          gain more life than the toughness or the total life of the
          creature or player damaged by the creature Spirit Link enchants.

  Rulings

1.39 Spiritual Sanctuary

```
Spiritual Sanctuary

Color   = White
Rarity  = LG(R)
Type    = Enchantment
Cost    = 2WW
Artist  = Amy Weber
```

Text(LG): Any player with plains under his or her control gains 1 life
          point during upkeep.

 NO RULINGS

1.40 Thunder Spirit

```
Thunder Spirit

Color   = White
Rarity  = LG(R)
Type    = Summon Spirit (2/2)
Cost    = 1WW
Artist  = Randy Asplund-Faith
```

Text(LG): First strike, Flying

Flavor Text: "It was full of fire and smoke and light and...
             it drove between us and the Efrafans like a
             thousand thunderstorms with lightning."
             ---Richard Adams, Watership Down

 NO RULINGS

1.41 Tundra Wolves

```
Tundra Wolves

Color   = White
```

```
Rarity  = LG(C2) / 4E(C)
Type    = Summon Wolves (1/1)
Cost    = W
Artist  = Quinton Hoover
```

Text(LG): First strike

Text(4E): First strike

Flavor Text: I heard their eerie howling, the wolves calling
             their kindred across the frozen plains.

   NO RULINGS

1.42   Visions

Visions

```
Color   = White
Rarity  = LG(U1) / 4E(U)
Type    = Sorcery
Cost    = W
Artist  = NeNe Thomas
```

Text(LG): You may look at the top five cards of any library. You may then
          choose to shuffle that library.

Text(4E): Look at the top five cards of any library. You may then shuffle
          that library.

Flavor Text: "Visions of glory, spare my aching sight,
              Ye unborn ages, crowd not on my soul!"
              --- Thomas Gray, The Bard

   Rulings

1.43   Wall of Caltrops

Wall of Caltrops

```
Color   = White
Rarity  = LG(C1)
Type    = Summon Wall (2/1)
Cost    = 1W
Artist  = Brian Snoddy
```

Text(LG): If Wall of Caltrops and one or more other walls join to block
          an attacker AND no other creatures besides walls block that
          attacker, Wall of Caltrops gains banding ability until end of
          turn.

Flavor Text: "Ow! Ow ow ow! Oooh, ow, OW!"

Rulings

1.44   Wall of Light

```
Wall of Light

Color   = White
Rarity  = LG(U1)
Type    = Summon Wall (1/5)
Cost    = 2W
Artist  = Richard Thomas

Text(LG): Protection from black

Flavor Text: As many attackers were dazzled by the wall's
             beauty as were halted by its force.
```

 NO RULINGS