MI_WHITE

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```

1.2 Afterlife

```
Afterlife

Color   = White
Rarity  = MI(U)
Type    = Instant
Cost    = 2W
Artist  = Pete Venters

Text(MI): Bury target creature and put an Essence Token into play under
          control of that creature's controller. Treat this token as a 1/1
          white creature with flying.

  NO RULINGS
```

1.3 Alarum

```
Alarum

Color   = White
Rarity  = MI(C)
Type    = Instant
Cost    = 1W
Artist  = Andrew Robinson

Text(MI): Untap target non-attacking creature. That creature gets +1/+3
          until end of turn.

  NO RULINGS
```

1.4 Auspicious Ancestor

```
Auspicious Ancestor

Color   = White
Rarity  = MI(R)
Type    = Summon Ancestor (2/3)
Cost    = 3W
Artist  = Zina Saunders

Text(MI): If Auspicious Ancestor is put into the graveyard from play,
```

```
          gain 3 life.
          <1>: Gain 1 life. Use this ability only when a white spell
          is successfully cast and only once for each such spell.
```

 NO RULINGS

1.5 Benevolent Unicorn

```
Benevolent Unicorn

Color  = White
Rarity = MI(C)
Type   = Summon Unicorn (1/2)
Cost   = 1W
Artist = David A. Cherry

Text(MI): Whenever a spell assigns damage to a creature or player, that
          damage is reduced by 1.
```

 NO RULINGS

1.6 Blinding Light

```
Blinding Light

Color  = White
Rarity = MI(U) / PT(R)
Type   = Sorcery
Cost   = 2W
Artist = Hannibal King / John Coulthart (PT)

Text(PT): Tap all creatures except for white creatures.
          (This includes your creatures)

Text(MI): Tap all non-white creatures.
```

 NO RULINGS

1.7 Celestial Dawn

```
Celestial Dawn

Color  = White
Rarity = MI(R)
Type   = Enchantment
Cost   = 1WW
Artist = Liz Danforth

Text(MI): All non-land cards you own that are not in play are white. All
          non-land permanents you control are white. All lands you control
```

are plains. All colored mana symbols in all costs on all of
these cards and permanents are <W>.

  Rulings

1.8   Civic Guildmage

Civic Guildmage

Color   = White
Rarity = MI(C)
Type   = Summon Wizard (1/1)
Cost   = W
Artist = Andrew Robinson

Text(MI): <GT>: Target creatures gets +0/+1 until end of turn.
          <UT>: Put target creature you control on top of owner's library.

 NO RULINGS

1.9   Dazzling Beauty

Dazzling Beauty

Color   = White
Rarity = MI(C)
Type   = Instant
Cost   = 2W
Artist = Harold McNeill

Text(MI): Play only when defense is chosen. Target unblocked creature is
          considered blocked. Draw a card at the beginning of the next
          turn's upkeep.

  Rulings

1.10   Disempower

Disempower

Color   = White
Rarity = MI(C)
Type   = Instant
Cost   = 1W
Artist = John Matson

Text(MI): Put target artifact or enchantment on top of owner's library.

 NO RULINGS

1.11   Divine Retribution

```
Divine Retribution

Color  = White
Rarity = MI(R)
Type   = Instant
Cost   = 1W
Artist = Charles Gillespie

Text(MI): For each attacking creature Divine Retribution deals 1 damage to
          target attacking creature.

  NO RULINGS
```

1.12   Ektundu Griffin

```
Ektundu Griffin

Color  = White
Rarity = MI(C)
Type   = Summon Griffin (2/2)
Cost   = 3W
Artist = David A. Cherry

Text(MI): Flying, first strike.

  NO RULINGS
```

1.13   Enlightened Tutor

```
Enlightened Tutor

Color  = White
Rarity = MI(U)
Type   = Instant
Cost   = W
Artist = Dan Frazier

Text(MI): Search your library for an artifact or enchantment card and
          reveal that card to all players. Shuffle your library and put
          the revealed card back on top of it.

  Rulings
```

1.14   Ethereal Champion

```
Ethereal Champion
```

```
Color   = White
Rarity  = MI(R)
Type    = Summon Avatar (3/4)
Cost    = 2WWW
Artist  = Terese Nielsen
```

Text(MI): Pay 1 life: Prevent 1 damage to Ethereal Champion.

  NO RULINGS

1.15 Favorable Destiny

```
Favorable Destiny

Color   = White
Rarity  = MI(U)
Type    = Enchant Creature
Cost    = 1W
Artist  = Tom Gianni
```

Text(MI): As long as enchanted creature's controller controls at least one
          other creature, enchanted creature cannot be the target of spells
          or effects. As long as enchanted creature is white, it gets +1/+2.

  NO RULINGS

1.16 Femeref Healer

```
Femeref Healer

Color   = White
Rarity  = MI(C)
Type    = Summon Cleric (1/1)
Cost    = 1W
Artist  = Steve Luke
```

Text(MI): <T>: Prevent 1 damage to any creature or player.

  NO RULINGS

1.17 Femeref Knight

```
Femeref Knight

Color   = White
Rarity  = MI(C)
Type    = Summon Knight (2/2)
Cost    = 2W
Artist  = Tony Roberts
```

```
Text(MI): Flanking.
         <W>: Attacking does not cause Femeref Knight to tap this turn.
```

  NO RULINGS

1.18   Femeref Scouts

```
Femeref Scouts

Color   = White
Rarity  = MI(C)
Type    = Summon Scouts (1/4)
Cost    = 2W
Artist  = Zak Plucinski
```

  NO RULINGS

1.19   Illumination

```
Illumination

Color   = White
Rarity  = MI(U)
Type    = Interrupt
Cost    = WW
Artist  = David O'Connor
```

```
Text(MI): Counter target artifact or enchantment spell. That spell's
         caster gains an amount of life equal to the spell's casting cost.
```

  NO RULINGS

1.20   Iron Tusk Elephant

```
Iron Tusk Elephant

Color   = White
Rarity  = MI(U)
Type    = Summon Elephant (3/3)
Cost    = 4W
Artist  = Tony Roberts
```

```
Text(MI): Trample.
```

  NO RULINGS

1.21   Ivory Charm

```
Ivory Charm

Color  = White
Rarity = MI(C)
Type   = Instant
Cost   = W
Artist = Gerry Grace

Text(MI): Choose one; all creatures get -2/-0 until end of turn; or prevent
          1 damage to any creature or player; or tap target creature.

  NO RULINGS
```

1.22   Jabari's Influence

```
Jabari's Influence

Color  = White
Rarity = MI(R)
Type   = Instant
Cost   = 3WW
Artist = Gerry Grace

Text(MI): Play only after combat. Gain control of target non-artifact,
          nonblack creature that attacked  you this turn and put a -1/-0
          counter on it.

  NO RULINGS
```

1.23   Mangara's Blessing

```
Mangara's Blessing

Color  = White
Rarity = MI(U)
Type   = Instant
Cost   = 2W
Artist = David A. Cherry

Text(MI): Gain 5 life. If a spell or effect by an opponent causes you to
          discard Mangara's Blessing, gain 2 life and return Mangara's
          Blessing from your graveyard to your hand at end of turn.

   Rulings
```

1.24   Mangara's Equity

```
Mangara's Equity

Color  = White
Rarity = MI(U)
Type   = Enchantment
Cost   = 1WW
Artist = Alan Rabinowitz

Text(MI): When you play Mangara's Equity, choose black or red. During your
          upkeep, pay <1W> or bury Mangara's Equity. For each 1 damage a
          creature of the chosen color deals to you or a white creature you
          control, Mangara's Equity deals 1 damage to that creature.

  NO RULINGS
```

1.25 Melesse Spirit

```
Melesse Spirit

Color  = White
Rarity = MI(U)
Type   = Summon Angel (3/3)
Cost   = 3WW
Artist = Gerry Grace

Text(MI): Flying. Protection from black.

  NO RULINGS
```

1.26 Mtenda Griffin

```
Mtenda Griffin

Color  = White
Rarity = MI(U)
Type   = Summon Griffin (2/2)
Cost   = 3W
Artist = Janine Johnston

Text(MI): Flying.
          <WT>: Return Mtenda Griffin to owner's hand and return target
          Griffin card in your graveyard to your hand. Use this ability
          only during your upkeep.

   Rulings
```

1.27 Mtenda Herder

```
Mtenda Herder

Color   = White
Rarity  = MI(C)
Type    = Summon Scout (1/1)
Cost    = W
Artist  = Zina Saunders

Text(MI): Flanking.
```

   NO RULINGS

1.28   Noble Elephant

```
Noble Elephant

Color   = White
Rarity  = MI(C)
Type    = Summon Elephant (2/2)
Cost    = 3W
Artist  = Tony Roberts

Text(MI): Banding, Trample.
```

   NO RULINGS

1.29   Null Chamber

```
Null Chamber

Color   = White
Rarity  = MI(R)
Type    = Enchant World
Cost    = 3W
Artist  = Douglas Shuler

Text(MI): You and target opponent each name any card except a basic land.
          Those cards cannot be played.
```

   Rulings

1.30   Pacifism

```
Pacifism

Color   = White
Rarity  = MI(C)
Type    = Enchant Creature
Cost    = 1W
```

```
Artist  = Robert Bliss

Text(MI): Enchanted creature cannot attack or block.
```

  NO RULINGS

1.31   Pearl Dragon

```
Pearl Dragon

Color  = White
Rarity = MI(R)
Type   = Summon Dragon (4/4)
Cost   = 4WW
Artist = Ian Miller

Text(MI): Flying.
          <W>: +0/+1.
```

  NO RULINGS

1.32   Prismatic Circle

```
Prismatic Circle

Color  = White
Rarity = MI(C)
Type   = Enchantment
Cost   = 2W
Artist = Pete Venters

Text(MI): Cumulative Upkeep <1>.
          When you play Prismatic Circle, choose a color.
          <1>: Prevent all damage to you from a source of the chosen
          color. Treat further damage from that source normally.
```

  NO RULINGS

1.33   Rashida Scalebane

```
Rashida Scalebane

Color  = White
Rarity = MI(R)
Type   = Summon Legend (3/4)
Cost   = 3WW
Artist = Randy Gallegos

Text(MI): <T>: Bury target attacking or blocking Dragon. Gain an amount
          of life equal to that Dragon's power.
```

NO RULINGS

1.34   Ritual of Steel

```
Ritual of Steel

Color  = White
Rarity = MI(C)
Type   = Enchant Creature
Cost   = 2W
Artist = Mark Poole
```

Text(MI): Draw a card at the beginning of the upkeep of the turn after
          Ritual of Steel comes into play. Enchanted creature gets +0/+2.

  NO RULINGS

1.35   Sacred Mesa

```
Sacred Mesa

Color  = White
Rarity = MI(R)
Type   = Enchantment
Cost   = 2W
Artist = Margaret Organ-Kean
```

Text(MI): During your upkeep, sacrifice a Pegasus or bury Sacred Mesa.
          <W1>: Put a Wild Pegasus token into play. Treat this token as a
          1/1 white creature with flying that counts as a Pegasus.

  Rulings

1.36   Shadowbane

```
Shadowbane

Color  = White
Rarity = MI(U)
Type   = Instant
Cost   = 1W
Artist = Douglas Shuler
```

Text(MI): Prevent all damage to you or a creature you control from any one
          source. If that source is black, gain 1 life for each 1 damage
          prevented in this way.

  NO RULINGS

1.37   Sidar Jabari

```
Sidar Jabari

Color  = White
Rarity = MI(R)
Type   = Summon Legend (2/2)
Cost   = 3W
Artist = Gerry Grace

Text(MI): Flanking.
          If Sidar Jabari attacks, tap target creature defending player
          controls.
```

  NO RULINGS

1.38   Soul Echo

```
Soul Echo

Color  = White
Rarity = MI(R)
Type   = Enchantment
Cost   = XWW
Artist = Ron Spencer

Text(MI): When you play Soul Echo, put X echo counters on it. At the
          beginning of your upkeep if there are no echo counters on Soul
          Echo bury it. Otherwise, target opponent may choose that for
          each 1 damage dealt to you until your next upkeep, you instead
          remove 1 echo counter from Soul Echo. You do not lose the game
          as a result of having less than 1 life.
```

  Rulings

1.39   Spectral Guardian

```
Spectral Guardian

Color  = White
Rarity = MI(R)
Type   = Summon Guardian (2/3)
Cost   = 2WW
Artist = Mike Dringenberg

Text(MI): As long as Spectral Guardian is untapped, noncreature artifacts
          cannot be the target of spells or effects.
```

  NO RULINGS

1.40   Sunweb

```
Sunweb

Color   = White
Rarity  = MI(R)
Type    = Summon Wall (5/6)
Cost    = 3W
Artist  = Dan Frazier

Text(MI): Flying.
          Sunweb cannot block creatures with power 2 or less.
```

 NO RULINGS

1.41   Teremko Griffin

```
Teremko Griffin

Color   = White
Rarity  = MI(C)
Type    = Summon Griffin (2/2)
Cost    = 3W
Artist  = Martin McKenna

Text(MI): Banding, Flying.
```

 NO RULINGS

1.42   Unyaro Griffin

```
Unyaro Griffin

Color   = White
Rarity  = MI(U)
Type    = Summon Griffin (2/2)
Cost    = 3W
Artist  = Al Davidson

Text(MI): Flying.
          Sacrifice Unyaro Griffin: Counter target red spell that assigns
          damage to you or a creature you control. Play this ability as an
          interrupt.
```

 NO RULINGS

1.43   Vigilant Martyr

```
Vigilant Martyr

Color   = White
Rarity  = MI(U)
Type    = Summon Martyr (1/1)
Cost    = W
Artist  = Rebecca Guay

Text(MI): Sacrifice Vigilant Martyr: Regenerate target creature.
          <WWT>: Sacrifice Vigilant Martyr: Counter target spell that
          targets an enchantment in play. Play this ability as an
          interrupt.

  NO RULINGS
```

1.44 Wall of Resistance

```
Wall of Resistance

Color   = White
Rarity  = MI(C)
Type    = Summon Wall (0/3)
Cost    = 1W
Artist  = Harold McNeill

Text(MI): Flying.
          At the end of any turn in which Wall of Resistance is dealt
          damage, put a +0/+1 counter on it.

  NO RULINGS
```

1.45 Ward of Lights

```
Ward of Lights

Color   = White
Rarity  = MI(C)
Type    = Enchant Creature
Cost    = WW
Artist  = Mike Dringenberg

Text(MI): You may choose to play Ward of Lights as an instant; if you do,
          bury it at end of turn. Enchanted creature gains protection from
          a color of your choice. The protection granted by Ward of Lights
          does not bury Ward of Lights.

  Rulings
```

1.46 Yare

```
Yare

Color   = White
Rarity  = MI(R)
Type    = Instant
Cost    = 2W
Artist  = Ron Spencer
```

Text(MI): Target creature defending player controls gets +3/+0 until end of
          turn. That creature may be assigned to block up to three
          creatures this turn, all blocks must be legal.

  NO RULINGS

1.47 Zhalfirin Commander

```
Zhalfirin Commander

Color   = White
Rarity  = MI(U)
Type    = Summon Knight (2/2)
Cost    = 2W
Artist  = Stuart Griffin
```

Text(MI): Flanking.
          <WW1>: Target Knight gets +1/+1 until end of turn.

  NO RULINGS

1.48 Zhalfirin Knight

```
Zhalfirin Knight

Color   = White
Rarity  = MI(C)
Type    = Summon Knight (2/2)
Cost    = 2W
Artist  = John Bolton
```

Text(MI): Flanking.
          <WW>: First Strike until end of turn.

  NO RULINGS

1.49 Zuberi, Golden Feather

```
Zuberi, Golden Feather

Color   = White
```

```
Rarity  = MI(R)
Type    = Summon Legend (3/3)
Cost    = 4W
Artist  = Alan Rabinowitz
```

Text(MI): Flying.
        Zuberi, Golden Feather counts as a Griffin. All other Griffins
        get +1/+1.

 NO RULINGS