TP_White

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COLLABORATORS

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1.2   Advance Scout

```
Advance Scout

Color   = White
Rarity  = TP(C)
Type    = Summon Soldier(1/1)
Cost    = 1W
Artist  = Heather Hudson

Text(TP): First strike
         <W>: Target creature gains first strike until end of turn.

 No Rulings
```

1.3   Angelic Protector

```
Angelic Protector

Color   = White
Rarity  = TP(U)
Type    = Summon Angel(2/2)
Cost    = 3W
Artist  = DiTerlizzi

Text(TP): Flying
         If Angelic Protector is the target of a spell or ability, it
         gets +0/+3 until end of turn.

 No Rulings
```

1.4   Anoint

```
Anoint

Color   = White
Rarity  = TP(C)
Type    = Instant
Cost    = W
Artist  = Eric David Anderson

Text(TP): Buyback 3 (You may pay an additional 3 when you play this spell.
         If you do, put it into your hand instead of your graveyard as part
         of the spell's effect.)
```

```
           Prevent up to 3 damage to any creature.
```

 No Rulings

1.5   Armor Sliver

```
Armor Sliver

Color   = White
Rarity  = TP(U)
Type    = Summon Sliver(2/2)
Cost    = 2W
Artist  = Scott Kirschner

Text(TP): Each Sliver gains "<2>: This creature gets +0/+1 until end of turn."
```

 No Rulings

1.6   Auratog

```
Auratog

Color   = White
Rarity  = TP(R)
Type    = Summon Atog(1/2)
Cost    = 1W
Artist  = Jeff Miracola

Text(TP): Sacrifice an enchantment: Auratog gets +2/+2 until end of turn.
```

 No Rulings

1.7   Avenging Angel

```
Avenging Angel

Color   = White
Rarity  = TP(R)
Type    = Summon Angel(3/3)
Cost    = 3WW
Artist  = Matthew Wilson

Text(TP): Flying
          If Avenging Angel is put into any graveyard from play, you may
          put Avenging Angel on top of owner's library.
```

 No Rulings

1.8 Circle of Protection: Shadow

```
Circle of Protection: Shadow

Color   = White
Rarity  = TP(C)
Type    = Enchantment
Cost    = 1W
Artist  = Harold McNeill

Text(TP): <1>: Prevent all damage to you from a creature with shadow. (Treat
          further damage from that source normally.)
```

 No Rulings

1.9 Clergy en-Vec

```
Clergy en-Vec

Color   = White
Rarity  = TP(C)
Type    = Summon Cleric(1/1)
Cost    = 1W
Artist  = Heather Hudson

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

 No Rulings

1.10 Cloudchaser Eagle

```
Cloudchaser Eagle

Color   = White
Rarity  = TP(C)
Type    = Summon Bird(2/2)
Cost    = 3W
Artist  = Una Fricker

Text(TP): Flying
          When Cloudchaser Eagle comes into play, destroy target enchantment.
```

 No Rulings

1.11   Elite Javelineer

```
Elite Javelineer

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

Text(TP): If Elite Javelineer blocks, it deals 1 damage to target attacking
          creature.
```

 No Rulings

1.12   Field of Souls

```
Field of Souls

Color   = White
Rarity  = TP(R)
Type    = Enchantment
Cost    = 2WW
Artist  = Richard Kane Ferguson

Text(TP): Whenever a nontoken creature is put into your graveyard from play,
          put an Essence token into play. Treat this token as a 1/1 white
          creature with flying.
```

 No Rulings

1.13   Flickering Ward

```
Flickering Ward

Color   = White
Rarity  = TP(U)
Type    = Enchant Creature
Cost    = W
Artist  = Greg Simanson

Text(TP): When you play Flickering Ward, choose a color.
          Enchanted creature gains protection from the chosen color.
          <W>: Return Flickering Ward to owner's hand.
```

 No Rulings

1.14 Gallantry

```
Gallantry

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

Text(TP): Target blocking creature gets +4/+4 until end of turn.
          Draw a card.

 No Rulings
```

1.15 Gerrard's Battle Cry

```
Gerrard's Battle Cry

Color   = White
Rarity  = TP(R)
Type    = Enchantment
Cost    = W
Artist  = Val Mayerik

Text(TP): <2W>: All creatures you control get +1/+1 until end of turn.

 No Rulings
```

1.16 Hanna's Custody

```
Hanna's Custody

Color   = White
Rarity  = TP(R)
Type    = Enchantment
Cost    = 2W
Artist  = DiTerlizzi

Text(TP): Artifacts cannot be the target of spells or abilities.

 No Rulings
```

1.17 Hero's Resolve

```
Hero's Resolve

Color  = White
Rarity = TP(C)
Type   = Enchant Creature
Cost   = 1W
Artist = Pete Venters

Text(TP): Enchanted creature gets +1/+5.
```

 No Rulings

1.18 Humility

```
Humility

Color  = White
Rarity = TP(R)
Type   = Enchantment
Cost   = 2WW
Artist = Phil Foglio

Text(TP): Each creature loses all abilities and is a 1/1 creature.
```

 No Rulings

1.19 Invulnerability

```
Invulnerability

Color  = White
Rarity = TP(U)
Type   = Instant
Cost   = 1W
Artist = Brian Snoddy

Text(TP): Buyback 3 (You may pay an additional 3 when you play this spell.
         If you do, put it into your hand instead of your graveyard as part
         of the spell's effect.)
         Prevent all damage to you from one source. (Treat further damage
         from that source normally.)
```

 No Rulings

1.20 Knight of Dawn

```
Knight of Dawn

Color  = White
Rarity = TP(U)
Type   = Summon Knight(2/2)
Cost   = 1WW
Artist = Ron Spencer

Text(TP): First strike
        <WW>: Knight of Dawn gains protection from the color of your choice
        until end of turn.
```

 No Rulings

1.21 Light of Day

```
Light of Day

Color  = White
Rarity = TP(U)
Type   = Enchantment
Cost   = 3W
Artist = Drew Tucker

Text(TP): Black creatures cannot attack or block.
```

 No Rulings

1.22 Marble Titan

```
Marble Titan

Color  = White
Rarity = TP(R)
Type   = Summon Giant(3/3)
Cost   = 3W
Artist = Brom

Text(TP): Creatures with power 3 or greater do not untap during their
        controllers' untap phases.
```

 No Rulings

1.23 Master Decoy

```
Master Decoy

Color  = White
Rarity = TP(C)
Type   = Summon Soldier(1/2)
Cost   = 1W
Artist = Phil Foglio

Text(TP): <WT>: Tap target creature.
```

 No Rulings

1.24 Mounted Archers

```
Mounted Archers

Color  = White
Rarity = TP(C)
Type   = Summon Soldiers(2/3)
Cost   = 3W
Artist = Kev Walker

Text(TP): Mounted Archers can block creatures with flying.
         <W>: Mounted Archers can block an additional creature this turn.
         (All blocking assignments must still be legal.)
```

 No Rulings

1.25 Oracle en-Vec

```
Oracle en-Vec

Color  = White
Rarity = TP(R)
Type   = Summon Wizard(1/1)
Cost   = 1W
Artist = Dan Frazier

Text(TP): <T>: Target opponent chooses any number of creatures he or she
         controls. During that player's next turn, those creatures attack
         if able, and no other creatures can attack. At the end of that
         turn, destroy each of those creatures that did not attack. Use
         this ability only during your turn.
```

 No Rulings

1.26   Orim's Prayer

```
Orim's Prayer

Color   = White
Rarity  = TP(U)
Type    = Enchantment
Cost    = 1WW
Artist  = Donato Giancola

Text(TP): If any creatures attack you, gain 1 life for each attacking
          creature.
```

 No Rulings

1.27   Orim, Samite Healer

```
Orim, Samite Healer

Color   = White
Rarity  = TP(R)
Type    = Summon Legend(1/3)
Cost    = 1WW
Artist  = Kaja Foglio

Text(TP): Orim, Samite Healer counts as a Cleric.
          <T>: Prevent up to 3 damage to any creature or player.
```

 No Rulings

1.28   Pegasus Refuge

```
Pegasus Refuge

Color   = White
Rarity  = TP(R)
Type    = Enchantment
Cost    = 3W
Artist  = Kev Walker

Text(TP): <2>, Choose and discard a card: Put a Pegasus token into play.
          Treat this token as a 1/1 white creature with flying.
```

 No Rulings

1.29   Quickening Licid

```
Quickening Licid

Color  = White
Rarity = TP(U)
Type   = Summon Licid(1/1)
Cost   = 1W
Artist = Andrew Robinson

Text(TP): <1WT>: Quickening Licid loses this ability and becomes a
          creature enchantment that reads "Enchanted creature gains first
          strike" instead of a creature. Move Quickening Licid onto target
          creature. You may pay W to end this effect.

 No Rulings
```

1.30 Repentance

```
Repentance

Color  = White
Rarity = TP(U)
Type   = Sorcery
Cost   = 2W
Artist = Ron Spencer

Text(TP): Target creature deals to itself damage equal to its power.

 No Rulings
```

1.31 Sacred Guide

```
Sacred Guide

Color  = White
Rarity = TP(R)
Type   = Summon Cleric(1/1)
Cost   = W
Artist = Zina Saunders

Text(TP): <1W>, Sacrifice Sacred Guide: Reveal cards from your library until
          you reveal a white card. Put that card into your hand. Remove all
          other revealed cards from the game.

 No Rulings
```

1.32 Safeguard

```
Safeguard

Color   = White
Rarity  = TP(R)
Type    = Enchantment
Cost    = 3WW
Artist  = Thomas M. Baxa

Text(TP): <2W>: Target creature deals no combat damage this turn.
```

 No Rulings

1.33   Serene Offering

```
Serene Offering

Color   = White
Rarity  = TP(U)
Type    = Instant
Cost    = 1W
Artist  = Paolo Parente

Text(TP): Destroy target enchantment. Gain life equal to that enchantment's
          total casting cost.
```

 No Rulings

1.34   Soltari Crusader

```
Soltari Crusader

Color   = White
Rarity  = TP(U)
Type    = Summon Knight(2/1)
Cost    = 2W
Artist  = Randy Gallegos

Text(TP): Shadow (This creature can block or be blocked by only creatures
          with shadow.)
          <1W>: Soltari Crusader gets +1/+0 until end of turn.
```

 No Rulings

1.35   Soltari Emissary

```
Soltari Emissary

Color  = White
Rarity = TP(R)
Type   = Summon Soldier(2/1)
Cost   = 1W
Artist = Adam Rex

Text(TP): <W>: Soltari Emissary gains shadow until end of turn. (This
          creature can block or be blocked by only creatures with shadow.)

 No Rulings
```

1.36   Soltari Foot Soldier

```
Soltari Foot Soldier

Color  = White
Rarity = TP(C)
Type   = Summon Soldier(1/1)
Cost   = W
Artist = Janet Aulisio

Text(TP): Shadow (This creature can block or be blocked by only creatures
          with shadow.)

 No Rulings
```

1.37   Soltari Lancer

```
Soltari Lancer

Color  = White
Rarity = TP(C)
Type   = Summon Knight(2/2)
Cost   = 2W
Artist = Matthew Wilson

Text(TP): Shadow (This creature can block or be blocked by only creatures
          with shadow.)
          First strike when attacking

 No Rulings
```

1.38   Soltari Monk

```
Soltari Monk

Color   = White
Rarity  = TP(U)
Type    = Summon Cleric(2/1)
Cost    = WW
Artist  = Janet Aulisio

Text(TP): Protection from black, shadow (This creature can block or be
          blocked by only creatures with shadow.)

 No Rulings
```

1.39 Soltari Priest

```
Soltari Priest

Color   = White
Rarity  = TP(U)
Type    = Summon Cleric(2/1)
Cost    = WW
Artist  = Janet Aulisio

Text(TP): Protection from red, shadow (This creature can block or be blocked
          by only creatures with shadow.)

 No Rulings
```

1.40 Soltari Trooper

```
Soltari Trooper

Color   = White
Rarity  = TP(C)
Type    = Summon Soldier(1/1)
Cost    = 1W
Artist  = Kev Walker

Text(TP): Shadow (This creature can block or be blocked by only creature
          with shadow.)
          If Soltari Trooper attacks, it gets +1/+1 until end of turn.

 No Rulings
```

1.41 Spirit Mirror

```
Spirit Mirror

Color   = White
Rarity  = TP(R)
Type    = Enchantment
Cost    = 2WW
Artist  = D. Alexander Gregory

Text(TP): During your upkeep, if there are no Reflection tokens in play, put
          a Reflection token into play. Treat this token as a 2/2 white
          creature.
          <0>: Destroy target Reflection.
```

 No Rulings

1.42 Staunch Defenders

```
Staunch Defenders

Color   = White
Rarity  = TP(U)
Type    = Summon Soldiers(3/4)
Cost    = 3WW
Artist  = Mark Poole

Text(TP): When Staunch Defenders comes into play, gain 4 life.
```

 No Rulings

1.43 Talon Sliver

```
Talon Sliver

Color   = White
Rarity  = TP(C)
Type    = Summon Sliver(1/1)
Cost    = 1W
Artist  = Mike Raabe

Text(TP): All Slivers gain first strike.
```

 No Rulings

1.44 Warmth

```
Warmth

Color   = White
Rarity  = TP(U)
Type    = Enchantment
Cost    = 1W
Artist  = Drew Tucker

Text(TP): Whenever target opponent successfully casts a red spell, gain 2
          life.
```

 No Rulings

1.45   Winds of Rath

```
Winds of Rath

Color   = White
Rarity  = TP(R)
Type    = Sorcery
Cost    = 3WW
Artist  = Drew Tucker

Text(TP): Destroy all creatures with no enchantments on them. Those
          creatures cannot be regenerated this turn.
```

 No Rulings

1.46   Worthy Cause

```
Worthy Cause

Color   = White
Rarity  = TP(U)
Type    = Instant
Cost    = W
Artist  = John Matson

Text(TP): Buyback 2 (You may pay an additional 2 when you play this spell.
          If you do, put it into your hand instead of your graveyard as part
          of the spell's effect.)
          Sacrifice a creature: Gain life equal to the sacrificed creature's
          toughness.
```

 No Rulings