

UL_WHITE

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> UL_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

UL_WHITE

1.1 Unlimited Edition - White Cards

Unlimited Edition - White Cards

Animate Wall	Armageddon	
Balance	Benalish Hero	
Black Ward		
Blaze of Glory		
Blessing		Blue Ward
Castle	CoP: Black	
CoP: Blue	CoP: Green	
CoP: Red	CoP: White	
Consecrate Land		
Conversion		
Crusade	Death Ward	
Disenchant	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	
Righteousness	Samite Healer	
Savannah Lions	Serra Angel	
Swords to Plowshares	Veteran Bodyguard	
Wall of Swords	White Knight	
White Ward	Wrath of God	

1.2 Blaze of Glory

Blaze of Glory

Color = White
Rarity = A/B/UL(R)
Type = Instant
Cost = W
Artist = Richard Thomas

Text (UL): Target defending creature can and must block all attacking creatures it can legally block. For example, a normal non-flying target defender can and must block all normal non-flying attackers at once, but it cannot block any flying attackers. Controller of target defender may distribute damage among attackers as desired. Play before defense is chosen.

Rulings

1.3 Consecrate Land

Consecrate Land

Color = White
Rarity = A/B/UL(U)
Type = Enchant Land
Cost = W
Artist = Jeff A. Menges

Text (UL): All enchantments on target land are destroyed. Land cannot be destroyed or further enchanted until Consecrate Land has been destroyed.

Rulings
