

WL_WHITE

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COLLABORATORS

	<i>TITLE :</i> WL_WHITE	
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REVISION HISTORY

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Chapter 1

WL_WHITE

1.1 Weatherlight - White Cards

Weatherlight - White Cards

Abeyance

Alabaster Dragon

Alms

Angelic Renewal

Ardent Militia

Argivian Find

Aura of Silence

Benalish Infantry

Benalish Knight

Benalish Missionary

Debt of Loyalty

Duskriders Falcon

Empyrial Armor

Foriysian Brigade

Gerrard's Wisdom

Guided Strike

Heavy Ballista

Inner Sanctum
Kithkin Armor
Master of Arms
Mistmoon Griffin
Peacekeeper
Revered Unicorn
Serenity
Serra's Blessing
Soul Shepherd
Southern Paladin
Tariff
Volunteer Reserves

1.2 Abeyance

Abeyance

Color = White
Rarity = WL(R)
Type = Instant
Cost = 1W
Artist = Thomas Gianni

Text (WL): Until end of turn, target player cannot play instants, interrupts, sorceries, or abilities requiring an activation cost.
Draw a card.

Rulings

1.3 Alabaster Dragon

Alabaster Dragon

Color = White
Rarity = WL(R) / PT(R)
Type = Summon Dragon (WL) (4/4) / Summon Creature (PT) (4/4)
Cost = 4WW
Artist = Bob Eggleton (WL) / Ted Naifeh (PT)

Text (PT): Flying
If Alabaster Dragon is put into your discard pile from play, shuffle Alabaster Dragon back into your deck.

Text (WL): Flying
If Alabaster Dragon is put into any graveyard from play, shuffle Alabaster Dragon into its owner's library.

NO RULINGS

1.4 Alms

Alms

Color = White
Rarity = WL(C)
Type = Enchantment
Cost = W
Artist = Rogerio Vilela

Text (WL): <1>, Remove the top card in your graveyard from the game:
Prevent 1 damage to any creature.

NO RULINGS

1.5 Angelic Renewal

Angelic Renewal

Color = White
Rarity = WL(C)
Type = Enchantment
Cost = 1W
Artist = Rebecca Guay

Text (WL): If any creatures are put into your graveyard from play, you may bury Angelic Renewal and put one of those creatures into play.

Rulings

1.6 Ardent Militia

Ardent Militia

Color = White
Rarity = WL(C) / PT(U)
Type = Summon Soldiers (PT) (2/5) / Summon Creature (PT) (2/5)
Cost = 4W
Artist = Zina Saunders (WL) / Mike Raabe (PT)

Text (PT): Attacking doesn't cause Ardent Militia to tap.

Text (WL): Attacking does not cause Ardent Militia to tap.

NO RULINGS

1.7 Argivian Find

Argivian Find

Color = White
Rarity = WL(U)
Type = Instant
Cost = W
Artist = Roger Raupp

Text (WL): Return target artifact or enchantment card from your graveyard to your hand.

NO RULINGS

1.8 Aura of Silence

Aura of Silence

Color = White
Rarity = WL(U)
Type = Enchantment
Cost = 1WW
Artist = D. Alexander Gregory

Text (WL): Artifact and enchantment spells cost target opponent an additional <2> to play.
Sacrifice Aura of Silence: Destroy target artifact or enchantment.

NO RULINGS

1.9 Benalish Infantry

Benalish Infantry

Color = White
Rarity = WL(C)
Type = Summon Soldiers (1/3)
Cost = 2W
Artist = Dan Frazier

Text (WL): Banding

NO RULINGS

1.10 Benalish Knight

Benalish Knight

Color = White
Rarity = WL(C)
Type = Summon Knight (2/2)
Cost = 2W
Artist = Zina Saunders

Text (WL): First strike
You may play Benalish Knight whenever
you could play an instant.

NO RULINGS

1.11 Benalish Missionary

Benalish Missionary

Color = White
Rarity = WL(C)
Type = Summon Cleric (1/1)
Cost = W
Artist = Pete Venters

Text (WL): <1WT>: Target blocked creature deals no combat
damage this turn.

Rulings

1.12 Debt of Loyalty

Debt of Loyalty

Color = White
Rarity = WL(R)
Type = Instant
Cost = 1WW
Artist = Pete Venters

Text (WL): Regenerate target creature.
Gain control of that creature.

Rulings

1.13 Duskrider Falcon

Duskrider Falcon

Color = White
Rarity = WL(C)
Type = Summon Falcon (1/1)
Cost = 1W
Artist = Cecil Fernando

Text(WL): Flying, protection from black

NO RULINGS

1.14 Empyrial Armor

Empyrial Armor

Color = White
Rarity = WL(C)
Type = Enchant Creature
Cost = 1WW
Artist = D. Alexander Gregory

Text(WL): Enchanted creature gets +X/+X, where X is equal to the number of cards in your hand.

NO RULINGS

1.15 Foriysian Brigade

Foriysian Brigade

Color = White
Rarity = WL(U)
Type = Summon Soldiers (2/4)
Cost = 3W
Artist = Kev Walker

Text(WL): Foriysian Brigade may block two creatures each combat.
(All blocking assignments must still be legal.)

NO RULINGS

1.16 Gerrard's Wisdom

Gerrard's Wisdom

Color = White

Rarity = WL(U)
Type = Sorcery
Cost = 2WW
Artist = Heather Hudson

Text (WL): For each card in your hand, gain 2 life.

NO RULINGS

1.17 Guided Strike

Guided Strike

Color = White
Rarity = WL(C)
Type = Instant
Cost = 1W
Artist = Gary Leach

Text (WL): Target creature gets +1/+0 and gains first strike until end of turn.
Draw a card.

NO RULINGS

1.18 Heavy Ballista

Heavy Ballista

Color = White
Rarity = WL(C)
Type = Summon Soldiers (2/3)
Cost = 3W
Artist = Ron Spencer

Text (WL): <T>: Heavy Ballista deals 2 damage to target attacking or blocking creature.

NO RULINGS

1.19 Inner Sanctum

Inner Sanctum

Color = White
Rarity = WL(R)
Type = Enchantment
Cost = 1WW
Artist = D. Alexander Gregory

Text (WL): Cumulative upkeep: 2 life
All damage dealt to creatures you control is reduced to 0.

NO RULINGS

1.20 Kithkin Armor

Kithkin Armor

Color = White
Rarity = WL(C)
Type = Enchant Creature
Cost = W
Artist = Charles Gillespie

Text (WL): Enchanted creature cannot be blocked by creatures with power 3 or greater.
Sacrifice Kithkin Armor: Prevent all damage to enchanted creature from one source.

NO RULINGS

1.21 Master of Arms

Master of Arms

Color = White
Rarity = WL(U)
Type = Summon Soldier (2/2)
Cost = 2W
Artist = Dan Frazier

Text (WL): First strike
<1W>: Tap target creature blocking Master of Arms.

Rulings

1.22 Mistmoon Griffin

Mistmoon Griffin

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

Text (WL): Flying
If Mistmoon Griffin is put into any graveyard from play, remove Mistmoon Griffin from the game, then put the top

creature card from your graveyard into play.

Rulings

1.23 Peacekeeper

Peacekeeper

Color = White
Rarity = WL(R)
Type = Summon Peacekeeper (1/1)
Cost = 2W
Artist = Donato Giancola

Text (WL): During your upkeep, pay <1W> or bury Peacekeeper.
Creatures cannot attack.

NO RULINGS

1.24 Revered Unicorn

Revered Unicorn

Color = White
Rarity = WL(U)
Type = Summon Unicorn (2/3)
Cost = 1W
Artist = David A. Cherry

Text (WL): Cumulative upkeep: <1>
If Revered Unicorn leaves play, its controller gains life
equal to Revered Unicorn's last paid cumulative upkeep.

NO RULINGS

1.25 Serenity

Serenity

Color = White
Rarity = WL(R)
Type = Enchantment
Cost = 1W
Artist = Cliff Nielsen

Text (WL): During your upkeep, bury all artifacts and enchantments.

Rulings

1.26 Serra's Blessing

Serra's Blessing

Color = White
Rarity = WL(U)
Type = Enchantment
Cost = 1W
Artist = Rebecca Guay

Text(WL): Attacking does not cause creatures you control to tap.

NO RULINGS

1.27 Soul Shepherd

Soul Shepherd

Color = White
Rarity = WL(C)
Type = Summon Cleric (2/1)
Cost = 1W
Artist = John Coulthart

Text(WL): <W>, Remove a creature card in your graveyard from the game: Gain 1 life.

NO RULINGS

1.28 Southern Paladin

Southern Paladin

Color = White
Rarity = WL(R)
Type = Summon Knight (3/3)
Cost = 2WW
Artist = Douglas Shuler

Text(WL): <WWT>: Destroy target red permanent.

NO RULINGS

1.29 Tariff

Tariff

Color = White
Rarity = WL(R)

Type = Sorcery
Cost = 1W
Artist = Kev Walker

Text (WL): Each player chooses a creature with the highest total casting cost he or she controls, then pays an amount of mana equal to that creature's total casting cost or buries the creature.

Rulings

1.30 Volunteer Reserves

Volunteer Reserves

Color = White
Rarity = WL(U)
Type = Summon Soldiers (2/4)
Cost = 1W
Artist = Kev Walker

Text (WL): Banding
Cumulative upkeep: <1>

NO RULINGS
