

4E_WHITE

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> 4E_WHITE		
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Chapter 1

4E_WHITE

1.1 Fourth Edition - White Cards

Fourth Edition - White Cards

Alabaster Potion	Amrou Kithkin
Angry Mob	
Animate Wall	
Armageddon	
Balance	
Benalish Hero	
Black Ward	
Blessing	
Blue Ward	
Brainwash	COP: Artifacts
Castle	
CoP: Black	
CoP: Blue	
CoP: Green	
CoP: Red	
CoP: White	
Conversion	
Crusade	
Death Ward	

Disenchant
Divine Transformation
Elder Land Wurm
Eye for an Eye
Fortified Area
Green Ward
Healing Salve
Holy Armor
Holy Strength
Island Sanctuary
Karma
Kismet
Land Tax
Mesa Pegasus
Morale
Northern Paladin
Osai Vultures
Pearled Unicorn
Personal Incarnation
Piety
Pikemen
Purelace
Red Ward
Reverse Damage
Righteousness
Samite Healer
Savannah Lions
Seeker
Serra Angel
Spirit Link
Swords to Plowshares
Tundra Wolves
Visions
Wall of Swords
White Knight
White Ward
Wrath of God

1.2 Animate Wall

Animate Wall

Color = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Enchant Wall
Cost = W
Artist = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Target wall can now attack.

Text(RV): Target wall can now attack. Target wall's power and toughness are unchanged by this Enchantment, even if its power is 0.

Text(UL): Target wall can now attack. Target wall's power and toughness are unchanged, even if its power is 0.

NO RULINGS

1.3 Armageddon

Armageddon

Color = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Sorcery
Cost = 3W
Artist = Jesper Myrfors
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Destroy all lands.

Text(RV): All lands in play are destroyed.

Text(UL): All lands in play are destroyed.

Rulings

1.4 Balance

Balance

Color = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Sorcery
Cost = 1W
Artist = Mark Poole
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Each player sacrifices enough lands to equalize the number of

lands all players control. The player who controls the fewest lands cannot sacrifice in this way. All players then equalize cards in hand and then creatures in play the same way.

Text (RV): Whichever player has more lands in play must discard enough lands of his or her choice to equalize the number of lands both players have in play. Next, equalize the cards in hand and then creatures in play the same way. Creatures lost in this manner are considered buried.

Text (UL): Whichever player has more lands in play must discard enough lands of his or her choice to equalize the number of lands both players have in play. Cards in hand and creatures in play must be equalized the same way. Creatures lost in this manner may not be regenerated.

Rulings

1.5 Benalish Hero

Benalish Hero

Color = White
 Rarity = A/B/UL(C) / RV(C) / 4E(C)
 Type = Summon Hero (1/1)
 Cost = W
 Artist = Douglas Shuler
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text (4E): Banding

Text (RV): Bands

Text (UL): Bands

NO RULINGS

1.6 Black Ward

Black Ward

Color = White
 Rarity = A/B/UL(U) / RV(U) / 4E(U)
 Type = Enchant Creature
 Cost = W
 Artist = Dan Frazier
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): Target creature gains protection from black. The protection granted by Black Ward does not destroy Black Ward.

Text (RV): Target creature gains protection from black.

Text (UL): Target creature gains protection from black.

Rulings

1.7 Blessing

Blessing

Color = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Enchant Creature
Cost = WW
Artist = Julie Baroh
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text (4E): <W>: Target creature Blessing enchants gets +1/+1 until end of turn.

Text (RV): <W>: +1/+1

Text (UL): <W>: Target creature gains +1/+1 until end of turn.

Rulings

1.8 Blue Ward

Blue Ward

Color = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Enchant Creature
Cost = W
Artist = Dan Frazier
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): Target creature gains protection from blue. The protection granted by Blue Ward does not destroy Blue Ward.

Text (RV): Target creature gains protection from blue.

Text (UL): Target creature gains protection from blue.

Rulings

1.9 Castle

Castle

Color = White

Rarity = A/B/UL(U) / RV(U) / 4E(U)
 Type = Enchantment
 Cost = 3W
 Artist = Dameon Willich
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): Untapped creatures you control get +0/+2 when not attacking.

Text(RV): Your untapped creatures gain +0/+2. Attacking creatures do not get this bonus.

Text(UL): Your untapped creatures gain +0/+2. Attacking creatures lose this bonus.

Rulings

1.10 Circle of Protection: Black

Circle of Protection: Black

Color = White
 Rarity = B/UL(C) / RV(C) / 4E(C) / IA(C)
 Type = Enchantment
 Cost = 1W
 Artist = Jesper Myrfors (A/B/UL/RV/4E) / Sandra Everingham (IA)
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
 IA(2,047,000)

NOTE: COP: Black was not in the Alpha Edition.

NOTE: The Ice Age card has different artwork.

Text(IA): <1>: Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you must pay <1> each time to prevent the damage.

Text(4E): <1>: Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you must pay <1> each time to prevent the damage.

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

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

Rulings

1.11 Circle of Protection: Blue

Circle of Protection: Blue

Color = White
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
 Type = Enchantment
 Cost = 1W
 Artist = Dameon Willich (A/B/UL/RV/4E) / Pete Venters (IA)
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
 IA(2,047,000)

NOTE: The Ice Age card has different artwork.

Text (IA): <1>: Prevent all damage against you from one blue source. If a source deals damage to you more than once in a turn, you must pay <1> each time to prevent the damage.

Text (4E): <1>: Prevent all damage against you from one blue source. If a source deals damage to you more than once in a turn, you must pay <1> each time to prevent the damage.

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

Text (UL): <1>: Prevents all damage against you from one blue source. If a source does damage to you more than once in a turn, you must pay 1 mana each time to prevent the damage.

Rulings

1.12 Circle of Protection: Green

Circle of Protection: Green

Color = White
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
 Type = Enchantment
 Cost = 1W
 Artist = Sandra Everingham (A/B/UL/RV/4E) / Sandra Everingham (IA)
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
 IA(2,047,000)

NOTE: The Ice Age card has different artwork.

Text (IA): <1>: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you must pay <1> each time to prevent the damage.

Text (4E): <1>: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you must pay <1> each time to prevent the damage.

Text (RV): <1>: Prevents all damage against you from one green source. If a source does damage to you more than once in a turn, you must

pay 1 mana each time you want to prevent the damage.

Text (UL): <1>: Prevents all damage against you from one green source. If a source does damage to you more than once in a turn, you must pay 1 mana each time to prevent the damage.

Rulings

1.13 Circle of Protection: Red

Circle of Protection: Red

Color = White
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
 Type = Enchantment
 Cost = 1W
 Artist = Mark Tedin (A/B/UL/RV/4E) / Pete Venters (IA)
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000) / IA(2,047,000)

NOTE: The Ice Age card has different artwork.

Text (IA): <1>: Prevent all damage against you from one red source. If a source deals damage to you more than once in a turn, you must pay <1> each time to prevent the damage.

Text (4E): <1>: Prevent all damage against you from one red source. If a source deals damage to you more than once in a turn, you must pay <1> each time to prevent the damage.

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

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

Rulings

1.14 Circle of Protection: White

Circle of Protection: White

Color = White
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
 Type = Enchantment
 Cost = 1W
 Artist = Douglas Shuler (A/B/UL/RV/4E) / Sandra Everingham (IA)
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000) / IA(2,047,000)

NOTE: The Ice Age card has different artwork.

Text (IA): <1>: Prevent all damage against you from one white source. If a source deals damage to you more than once in a turn, you must pay <1> each time to prevent the damage.

Text (4E): <1>: Prevent all damage against you from one white source. If a source deals damage to you more than once in a turn, you must pay <1> each time to prevent the damage.

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

Text (UL): <1>: Prevents all damage against you from one white source. If a source does damage to you more than once in a turn, you must pay 1 mana each time to prevent the damage.

Rulings

1.15 Conversion

Conversion

Color = White
 Rarity = A/B/UL(U) / RV(U) / 4E(U)
 Type = Enchantment
 Cost = 2WW
 Artist = Jesper Myrfors
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): All mountains become basic plains. During your upkeep, pay WW or destroy Conversion.

Text (RV): All mountains are considered basic plains while Conversion is in play. Pay <WW> during upkeep, or Conversion is discarded.

Text (UL): All mountains are considered plains while Conversion is in play. Pay <WW> during upkeep, or Conversion is discarded.

Rulings

1.16 Crusade

Crusade

Color = White
 Rarity = A/B/UL(R) / RV(R) / 4E(R)
 Type = Enchantment
 Cost = WW
 Artist = Mark Poole
 Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): All white creatures get +1/+1.

Text(RV): All white creatures gain +1/+1.

Text(UL): All white creatures gain +1/+1.

NO RULINGS

1.17 Death Ward

Death Ward

Color = White

Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)

Type = Instant

Cost = W

Artist = Mark Poole (A/B/UL/RV/4E) / Harold McNeill (IA)

Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
IA(2,047,000)

NOTE: The Ice Age card has different artwork.

Text(IA): Regenerate target creature.

Text(4E): Regenerate target creature.

Text(RV): Regenerates target creature.

Text(UL): Regenerates target creature.

NO RULINGS

1.18 Disenchant

Disenchant

Color = White

Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)

Type = Instant

Cost = 1W

Artist = Amy Weber (A/B/UL/RV/4E) / Brian Snoddy (IA)

Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
IA(2,047,000)

NOTE: The Ice Age card has different artwork.

Text(IA): Destroy target artifact or enchantment.

Text(4E): Destroy target enchantment or artifact.

Text(RV): Target enchantment or artifact is destroyed.

Text (UL): Target enchantment or artifact must be discarded.

Rulings

1.19 Green Ward

Green Ward

Color = White

Rarity = A/B/UL(U) / RV(U) / 4E(U)

Type = Enchant Creature

Cost = W

Artist = Dan Frazier

Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): Target creature gains protection from green. The protection granted by Green Ward does not destroy Green Ward.

Text (RV): Target creature gains protection from green.

Text (UL): Target creature gains protection from green.

Rulings

1.20 Healing Salve

Healing Salve

Color = White

Rarity = A/B/UL(C) / RV(C) / 4E(C)

Type = Instant

Cost = W

Artist = Dan Frazier

Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text (4E): Give target player 3 life, or prevent up to 3 damage to any creature or player.

Text (RV): Gain 3 life, or prevent up to 3 damage from being dealt to a single target.

Text (UL): Gain 3 life, or prevent up to 3 damage from being dealt to a single target.

Rulings

1.21 Holy Armor

Holy Armor

Color = White
 Rarity = A/B/UL(C) / RV(C) / 4E(C)
 Type = Enchant Creature
 Cost = W
 Artist = Melissa Benson
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): Target creature gets +0/+2.
 <W>: Target creature Holy Armor enchants gets +0/+1 until end of turn.

Text(RV): Target creature gains +0/+2.
 <W>: +0/+1

Text(UL): Target creature gains +0/+2.
 <W>: Target creature gets extra +0/+1 until end of turn

Rulings

1.22 Holy Strength

Holy Strength

Color = White
 Rarity = A/B/UL(C) / RV(C) / 4E(C)
 Type = Enchant Creature
 Cost = W
 Artist = Anson Maddocks
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): Target creature gets +1/+2.

Text(RV): Target creature gains +1/+2.

Text(UL): Target creature gains +1/+2.

NO RULINGS

1.23 Island Sanctuary

Island Sanctuary

Color = White
 Rarity = A/B/UL(R) / RV(R) / 4E(R)
 Type = Enchantment
 Cost = 1W
 Artist = Mark Poole
 Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text (4E): During your draw phase, you may draw one less card from your library. If you do so, until start of your next turn the only creatures that can attack you are those with flying or islandwalk.

Text (RV): You may decline to draw a card from your library during draw phase. In exchange, until start of your next turn the only creatures that may attack you are those with flying or islandwalk.

Text (UL): You may decline to draw a card from your library during draw phase. In exchange, until start of your next turn, the only creatures that can attack you are those with flying or islandwalk.

Text (AL): You may decline to draw a card from your library during draw phase. In exchange, until start of your next turn, the only creatures that can damage you are those with flying or islandwalk.

Rulings

1.24 Karma

Karma

Color = White

Rarity = A/B/UL(U) / RV(U) / 4E(U)

Type = Enchantment

Cost = 2WW

Artist = Richard Thomas

Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): During each player's upkeep, Karma deals 1 damage to that player for each swamp he or she controls.

Text (RV): During a player's upkeep, Karma does 1 point of damage to that player for each swamp he or she has in play.

Text (UL): Karma does 1 damage to player for each swamp player has in play. Damage occurs during player's upkeep. Affects both players.

Text (AL): For each swamp in play, Karma does 1 damage to the swamp owner during the swamp owner's upkeep.

Rulings

1.25 Mesa Pegasus

Mesa Pegasus

Color = White

Rarity = A/B/UL(C) / RV(C) / 4E(C)
 Type = Summon Pegasus (1/1)
 Cost = 1W
 Artist = Melissa Benson
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text (4E): Flying, Banding

Text (RV): Flying, Bands

Text (UL): Flying, Bands

NO RULINGS

1.26 Northern Paladin

Northern Paladin

Color = White
 Rarity = A/B/UL(R) / RV(R) / 4E(R)
 Type = Summon Paladin (3/3)
 Cost = 2WW
 Artist = Douglas Shuler
 Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text (4E): <WWT>: Destroy target black permanent.

Text (RV): <WWT>: Destroys a black card in play. Cannot be used to cancel a black spell as it is being cast.

Text (UL): <WWT>: Destroys a black card in play. Cannot be used to cancel a black spell as it is being cast.

Rulings

1.27 Pearled Unicorn

Pearled Unicorn

Color = White
 Rarity = A/B/UL(C) / RV(C) / 4E(C)
 Type = Summon Unicorn (2/2)
 Cost = 2W
 Artist = Cornelius Brudi
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

NO RULINGS

1.28 Personal Incarnation

Personal Incarnation

Color = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Summon Avatar (6/6)
Cost = 3WWW
Artist = Kev Brockschmidt
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Owner may redirect any or all damage done to Personal Incarnation to self instead. If Personal Incarnation is put into the graveyard from play, owner loses half his or her remaining life, rounding up the loss. Effects that redirect or prevent damage cannot be used to counter this loss of life.

Text(RV): Caster may redirect any or all damage done to Personal Incarnation to self instead. The source of damage is unchanged. If Personal Incarnation goes to the graveyard, caster loses half his or her remaining life points, rounding up the loss.

Text(UL): Caster may redirect any or all damage done to Personal Incarnation to self instead. The source of damage is unchanged. If Personal Incarnation destroyed, caster loses half his or her remaining life points, rounding up the loss.

Rulings

1.29 Purelace

Purelace

Color = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Interrupt
Cost = W
Artist = Sandra Everingham
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Change the color of target spell or target permanent to white. Costs to cast, tap, maintain, or use a special ability of target remain unchanged.

Text(RV): Changes the color of one card either being played or already in play to white. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Text(UL): Changes the color of one card either being played or already in play to white. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Rulings

1.30 Red Ward

Red Ward

Color = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Enchant Creature
Cost = W
Artist = Dan Frazier
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): Target creature gains protection from red. The protection granted by Red Ward does not destroy Red Ward.

Text(RV): Target creature gains protection from red.

Text(UL): Target creature gains protection from red.

Rulings

1.31 Reverse Damage

Reverse Damage

Color = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Instant
Cost = 1WW
Artist = Dameon Willich
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): All damage dealt to you so far this turn by one source is retroactively added to your life total instead of subtracted. Further damage this turn is treated normally.

Text(RV): All damage you have taken from any one source this turn is added to your life total instead of subtracted from it.

Text(UL): All damage you have taken from any one source this turn is added to your life total instead of subtracted from it.

Rulings

1.32 Righteousness

Righteousness

Color = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Instant
Cost = W
Artist = Douglas Shuler

Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Target blocking creature gets +7/+7 until end of turn.

Text(RV): Target defending creature gains +7/+7 until end of turn.

Text(UL): Target defending creature gains +7/+7 until end of turn.

Rulings

1.33 Samite Healer

Samite Healer

Color = White

Rarity = A/B/UL(C) / RV(C) / 4E(C)

Type = Summon Cleric (1/1)

Cost = 1W

Artist = Tom Wanerstrand

Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): <T>: Prevent 1 damage to any creature or player.

Text(RV): <T>: Prevent 1 damage to any target.

Text(UL): <T>: Prevent 1 damage to any target.

Rulings

1.34 Savannah Lions

Savannah Lions

Color = White

Rarity = A/B/UL(R) / RV(R) / 4E(R)

Type = Summon Lions (2/1)

Cost = W

Artist = Daniel Gelon

Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

NO RULINGS

1.35 Serra Angel

Serra Angel

Color = White

Rarity = A/B/UL(U) / RV(U) / 4E(U)

Type = Summon Angel (4/4)

Cost = 3WW

Artist = Douglas Shuler
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): Flying
 Attacking does not cause Serra Angel to tap.

Text (RV): Flying
 Attacking does not cause Serra Angel to tap.

Text (UL): Flying
 Does not tap when attacking.

Rulings

1.36 Swords to Plowshares

Swords to Plowshares

Color = White
 Rarity = A/B/UL(U) / RV(U) / 4E(U) / IA(U)
 Type = Instant
 Cost = W
 Artist = Jeff A. Menges (A/B/UL/RV/4E) / Kaja Foglio (IA)
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
 IA(606,000)

NOTE: The Ice Age card has different artwork.

Text (IA): Remove target creature from the game. That creature's controller gains life equal to its power.

Text (4E): Remove target creature from the game. The creature's controller gains life equal to its power.

Text (RV): Target creature is removed from game entirely. Creature's controller gains life points equal to creature's power.

Text (UL): Target creature is removed from game entirely; return to owner's deck only when game is over. Creature's controller gains life points equal to creature's power.

Rulings

1.37 Wall of Swords

Wall of Swords

Color = White
 Rarity = A/B/UL(U) / RV(U) / 4E(U)
 Type = Summon Wall (3/5)
 Cost = 3W
 Artist = Mark Tedin

Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): Flying

Text (RV): Flying

Text (UL): Flying

NO RULINGS

1.38 White Knight

White Knight

Color = White

Rarity = A/B/UL(U) / RV(U) / 4E(U)

Type = Summon Knight (2/2)

Cost = WW

Artist = Daniel Gelon

Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): Protection from black, first strike.

Text (RV): Protection from black, first strike.

Text (UL): Protection from black, first strike.

NO RULINGS

1.39 White Ward

White Ward

Color = White

Rarity = A/B/UL(U) / RV(U) / 4E(U)

Type = Enchant Creature

Cost = W

Artist = Dan Frazier

Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): Target creature gains protection from white. The protection granted by White Ward does not destroy White Ward.

Text (RV): Target creature gains protection from white.

Text (UL): Target creature gains protection from white.

Rulings

1.40 Wrath of God

Wrath of God

Color = White

Rarity = A/B/UL(R) / RV(R) / 4E(R)

Type = Sorcery

Cost = 2WW

Artist = Quinton Hoover

Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Bury all creatures.

Text(RV): All creatures in play are buried.

Text(UL): All creatures in play are destroyed and cannot be regenerated.

Rulings