

MI_WHITE

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> MI_WHITE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	July 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MI_WHITE	1
1.1	Mirage - White Cards	1
1.2	Afterlife	1
1.3	Alarum	2
1.4	Auspicious Ancestor	2
1.5	Benevolent Unicorn	2
1.6	Blinding Light	3
1.7	Celestial Dawn	3
1.8	Civic Guildmage	3
1.9	Dazzling Beauty	4
1.10	Disempower	4
1.11	Divine Retribution	4
1.12	Ektundu Griffin	5
1.13	Enlightened Tutor	5
1.14	Ethereal Champion	5
1.15	Favorable Destiny	5
1.16	Femeref Healer	6
1.17	Femeref Knight	6
1.18	Femeref Scouts	6
1.19	Illumination	7
1.20	Iron Tusk Elephant	7
1.21	Ivory Charm	7
1.22	Jabari's Influence	8
1.23	Mangara's Blessing	8
1.24	Mangara's Equity	8
1.25	Melesse Spirit	9
1.26	Mtenda Griffin	9
1.27	Mtenda Herder	9
1.28	Noble Elephant	9
1.29	Null Chamber	10

1.30 Pacifism	10
1.31 Pearl Dragon	10
1.32 Prismatic Circle	11
1.33 Rashida Scalebane	11
1.34 Ritual of Steel	11
1.35 Sacred Mesa	12
1.36 Shadowbane	12
1.37 Sidar Jabari	12
1.38 Soul Echo	12
1.39 Spectral Guardian	13
1.40 Sunweb	13
1.41 Teremko Griffin	13
1.42 Unyaro Griffin	14
1.43 Vigilant Martyr	14
1.44 Wall of Resistance	14
1.45 Ward of Lights	15
1.46 Yare	15
1.47 Zhalfirin Commander	15
1.48 Zhalfirin Knight	16
1.49 Zuberi, Golden Feather	16

Chapter 1

MI_WHITE

1.1 Mirage - White Cards

Mirage - White Cards

Afterlife	Alarum
Auspicious Ancestor	Benevolent Unicorn
Blinding Light	Celestial Dawn
Civic Guildmage	Dazzling Beauty
Disempower	Disenchant
Divine Offering	Divine Retribution
Ektundu Griffin	Enlightened Tutor
Ethereal Champion	Favorable Destiny
Femeref Healer	Femeref Knight
Femeref Scouts	Healing Salve
Illumination	Iron Tusk Elephant
Ivory Charm	Jabari's Influence
Mangara's Blessing	Mangara's Equity
Melesse Spirit	Mtenda Griffin
Mtenda Herder	Noble Elephant
Null Chamber	Pacifism
Pearl Dragon	Prismatic Circle
Rashida Scalebane	Ritual of Steel
Sacred Mesa	Shadowbane
Sidar Jabari	Soul Echo
Spectral Guardian	Sunweb
Teremko Griffin	Unyaro Griffin
Vigilant Martyr	Wall of Resistance
Ward of Lights	Yare
Zhalfirin Commander	Zhalfirin Knight
Zuberi, Golden Feather	

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)

Type = Sorcery

Cost = 2W

Artist = Hannibal King

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.

NO 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
