IA_WHITE

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```

1.2 Adarkar Unicorn

```
Adarkar Unicorn

Color   = White
Rarity  = IA(C)
Type    = Summon Unicorn (2/2)
Cost    = 1WW
Artist  = Quinton Hoover
```

Text(IA): <T>: Add either <U> or <U> and one colorless mana to your mana
          pool. This mana is usable only for cumulative upkeep. Play this
          ability as an interrupt.

Flavor Text: "There is no nobler creature in all of Terisiare."
              ---General Jarkeld, the Arctic Fox

```
  Rulings
```

1.3 Arctic Foxes

```
Arctic Foxes

Color   = White
Rarity  = IA(C)
Type    = Summon Foxes (1/1)
Cost    = 1W
Artist  = Mark Poole
```

Text(IA): If defending player controls any snow-covered lands, no creature
          with power greater than 1 may be assigned to block Arctic Foxes.

Flavor Text: "Those Foxes are wily, swift, and ferocious.
              They are the warriors of the snows."
              ---General Jarkeld, the Arctic Fox

```
 NO RULINGS
```

1.4 Arenson's Aura

```
Arenson's Aura

Color  = White
Rarity = IA(C)
Type   = Enchantment
Cost   = 2W
Artist = Nicola Leonard

Text(IA): <W>: Sacrifice an enchantment to destroy target enchantment.
          <3UU>: Counter target enchantment.

Flavor Text: "I have my faith, and I have my prayers. But if push comes
              to shove, I've also got a little something extra."
              ---Halvor Arenson, Kjeldoran Priest

   Rulings
```

1.5 Armor of Faith

```
Armor of Faith

Color  = White
Rarity = IA(C)
Type   = Enchant Creature
Cost   = W
Artist = Anson Maddocks

Text(IA): Target creature gets +1/+1.
          <W>: Creature Armor of Faith enchants gets +0/+1 until end of
          turn.

Flavor Text: "Keep your chainmail, warrior. I have my own
              form of protection."
              ---Halvor Arenson, Kjeldoran Priest

 NO RULINGS
```

1.6 Battle Cry

```
Battle Cry

Color  = White
Rarity = IA(U)
Type   = Instant
Cost   = 2W
Artist = Douglas Shuler

Text(IA): Untap all white creatures you control. Any creature that blocks
          this turn gets +0/+1 until end of turn.

Flavor Text: "In the thick of battle, you must keep your wits
```

```
                    about you. Yelling a lot helps, too."
                    ---General Jarkeld, the Arctic Fox
```

  NO RULINGS

1.7   Black Scarab

```
Black Scarab

Color  = White
Rarity = IA(U)
Type   = Enchant Creature
Cost   = W
Artist = Kaja Foglio

Text(IA): Target creatures gets +2/+2 as long as any opponent controls any
          black cards. That creature cannot be blocked by black creatures.
```

  NO RULINGS

1.8   Blessed Wine

```
Blessed Wine

Color  = White
Rarity = IA(C)
Type   = Instant
Cost   = 1W
Artist = Kaja Foglio

Text(IA): Gain 1 life. Draw a card at the beginning of the next turn's
          upkeep.

Flavor Text: "May the bounty of Kjeld enrich your days."
             ---Halvor Arenson, Kjeldoran Priest
```

  Rulings

1.9   Blinking Spirit

```
Blinking Spirit

Color  = White
Rarity = IA(R)
Type   = Summon Blinking Spirit (2/2)
Cost   = 3W
Artist = L.A. Williams

Text(IA): <0>: Return Blinking Spirit to owner's hand.
```

Flavor Text: "Don't look at it! Maybe it'll go away!"
             ---Ib Halfheart, Goblin Tactician

  NO RULINGS

1.10   Blue Scarab

```
Blue Scarab

Color  = White
Rarity = IA(U)
Type   = Enchant Creature
Cost   = W
Artist = Amy Weber
```

Text(IA): Target creatures gets +2/+2 as long as any opponent controls any
          blue cards. That creature cannot be blocked by blue creatures.

  NO RULINGS

1.11   Call to Arms

```
Call to Arms

Color  = White
Rarity = IA(R)
Type   = Enchantment
Cost   = 1W
Artist = Randy Gallegos
```

Text(IA): Choose a color. As long as target opponent controls more cards
          of that color than any other color, all white creatures get
          +1/+1. If at any time that opponent does not control more cards
          of that color than any other color, bury Call to Arms.

   Rulings

1.12   Caribou Range

```
Caribou Range

Color  = White
Rarity = IA(R)
Type   = Enchant Land
Cost   = 2WW
Artist = Richard Thomas
```

Text(IA): When Caribou Range comes into play, choose target land you
          control.
              <WW>: Tap land Caribou Range enchants to put a Caribou token

into play. Treat this token as a 0/1 white creature.
            <0>: Sacrifice a Caribou token to gain 1 life.

    Rulings

1.13 Cold Snap

Cold Snap

Color   = White
Rarity = IA(U)
Type   = Enchantment
Cost   = 2W
Artist = Randy Gallegos

Text(IA): Cumulative Upkeep: <2>
            During each player's upkeep, Cold Snap deals 1 damage to that
            player for each snow-covered land he or she controls.

Flavor Text: Who knows from whence the winter comes?

    Rulings

1.14 Cooperation

Cooperation

Color   = White
Rarity = IA(C)
Type   = Enchant Creature
Cost   = 2W
Artist = Phil Foglio

Text(IA): Target creature gains banding.

Flavor Text: "The Elves train our healers, and we keep the Orcs at bay.
            Most Elvish bargains aren't this fair."
            ---General Jarkeld, the Arctic Fox

  NO RULINGS

1.15 Drought

Drought

Color   = White
Rarity = IA(U)
Type   = Enchantment
Cost   = 2WW
Artist = NeNe Thomas

```
Text(IA): During your upkeep, pay <WW> or destroy Drought. Before a spell
         that requires <B> as part of its casting cost may be cast, or an
         ability that requires <B> as part of its activation cost may be
         played, the controller of that spell or ability sacrifices a
         swamp for each <B> in the spell's casting cost or the ability's
         activation cost.
```

    Rulings

1.16   Elvish Healer

```
Elvish Healer

Color  = White
Rarity = IA(C)
Type   = Summon Cleric (1/2)
Cost   = 2W
Artist = Rick Emond

Text(IA): <T>: Prevent 1 damage to any non-green creature or any player or
         up to 2 damage to any green creature.

Flavor Text: "The Kjeldorans keep the Orcs at bay and we train
             their healers. Most human bargains aren't as fair."
             ---Laina of the Elvish Council
```

    Rulings

1.17   Enduring Renewal

```
Enduring Renewal

Color  = White
Rarity = IA(R)
Type   = Enchantment
Cost   = 2WW
Artist = Harold McNeill

Text(IA): Play with the cards in your hand face up on the table. If you
         draw a creature card from your library, discard it. Whenever a
         creature goes to your graveyard from play, put that creature into
         your hand.

Flavor Text: That which lasts longer serves best.
```

    Rulings

1.18   Energy Storm

```
Energy Storm

Color   = White
Rarity  = IA(R)
Type    = Enchantment
Cost    = 1W
Artist  = Sandra Everingham

Text(IA): Cumulative Upkeep: <1>
          Damage dealt by instants, interrupts, and sorceries is reduced
          to 0. Creatures with flying do not untap during their controller's
          untap phase.
```

   Rulings

1.19 Formation

```
Formation

Color   = White
Rarity  = IA(R)
Type    = Instant
Cost    = 1W
Artist  = Ken Meyer Jr.

Text(IA): Target creature gains banding until end of turn. Draw a card at
          the beginning of the next turn's upkeep.

Flavor Text: "I have been a warrior for over four hundred years,
              and yet each generation of Kjeldorans teaches me
              new tricks. There can be no better allies."
              ---Taaveti of Kelsinko, Elvish Hunter
```

   Rulings

1.20 Fylgja

```
Fylgja

Color   = White
Rarity  = IA(C) (Promo)
Type    = Enchant Creature
Cost    = W
Artist  = Edward Beard Jr.

Text(IA): When Fylgja comes into play, put four healing counters on it.
          <0>: Remove a healing counter from Fylgja to prevent 1 damage to
          creature Fylgja enchants.
          <2W>: Put a healing counter on Fylgja.
```

   Rulings

1.21   General Jarkeld

```
General Jarkeld

Color  = White
Rarity = IA(R)
Type   = Summon Legend (1/2)
Cost   = 3W
Artist = Richard Thomas
```

Text(IA): <T>: Switch the blocking creatures of two target attacking
          creatures; all defense must remain legal. Use this ability only
          during combat after defense is chosen and before damage is dealt.

   Rulings

1.22   Green Scarab

```
Green Scarab

Color  = White
Rarity = IA(U)
Type   = Enchant Creature
Cost   = W
Artist = Nicola Leonard
```

Text(IA): Target creatures gets +2/+2 as long as any opponent controls any
          green cards. That creature cannot be blocked by green creatures.

 NO RULINGS

1.23   Hallowed Ground

```
Hallowed Ground

Color  = White
Rarity = IA(U)
Type   = Enchantment
Cost   = 1W
Artist = Douglas Shuler
```

Text(IA): <WW>: Return target non-snow-covered land you control to owner's
          hand.

Flavor Text: "On this site where Kjeld's blood was spilled,
             let none raise a fist or deny a beggar."
             ---Halvor Arenson, Kjeldoran Priest

 NO RULINGS

1.24 Heal

```
Heal

Color   = White
Rarity  = IA(C)
Type    = Instant
Cost    = W
Artist  = Mark Tedin
```

Text(IA): Prevent 1 damage to any creature or player. Draw a card at the
         beginning of the next turn's upkeep.

Flavor Text: "Sometimes even the smallest boon can save a life."
             ---Halvor Arenson, Kjeldoran Priest

  Rulings

1.25 Hipparion

```
Hipparion

Color   = White
Rarity  = IA(U)
Type    = Summon Hipparion (1/3)
Cost    = 1W
Artist  = Dameon Willich
```

Text(IA): Cannot be assigned to block a creature with power 3 or greater
         unless you pay an additional <1>.

Flavor Text: "Someone once said that Hipparions are to Warriors
              what Aesthir are to Skyknights. Don't believe it."
              ---General Jarkeld, the Arctic Fox

 NO RULINGS

1.26 Justice

```
Justice

Color   = White
Rarity  = IA(U)
Type    = Enchantment
Cost    = 2WW
Artist  = Ruth Thompson
```

Text(IA): During your upkeep, pay <WW> or destroy Justice. Whenever a red
         creature or spell deals damage, Justice deals an equal amount of
         damage to the controller of that creature or spell. If another
         spell or effect reduces the amount of damage a red creature or
         spell deals, it does not reduce the amount of damage dealt by

```
            Justice.
```

  Rulings

1.27   Kelsinko Ranger

```
Kelsinko Ranger

Color   = White
Rarity  = IA(C)
Type    = Summon Ranger (1/1)
Cost    = W
Artist  = Mark Poole

Text(IA): <1W>: Target green creature gains first strike until end of
          turn.

Flavor Text: "Rangers not trained by the Elves just aren't the same."
                ---Lucilde Fiksdotter,
                  Leader of the Order of the White Shield
```

 NO RULINGS

1.28   Kjeldoran Elite Guard

```
Kjeldoran Elite Guard

Color   = White
Rarity  = IA(U)
Type    = Summon Soldier (2/2)
Cost    = 3W
Artist  = Melissa Benson

Text(IA): <T>: Target creature gets +2/+2  until end of turn. If that
          creature leaves play this turn, bury Kjeldoran Elite Guard.
          Use this ability only when attack or defense is announced.

Flavor Text: The winged helms of the Guard are put on for
    pageants - but taken off for war.
```

  Rulings

1.29   Kjeldoran Guard

```
Kjeldoran Guard

Color   = White
Rarity  = IA(C)
Type    = Summon Soldier (1/1)
Cost    = 1W
```

```
Artist  = Anthony Waters
```

```
Text(IA): <T>: Target creature gets +1/+1 until end of turn. If that
          creature leaves play this turn, bury Kjeldoran Guard. Use this
          ability only when attack or defense is announced and only if
          defending player controls no snow-covered lands.
```

   Rulings

1.30   Kjeldoran Knight

```
Kjeldoran Knight
```

```
Color   = White
Rarity  = IA(R)
Type    = Summon Knight (1/1)
Cost    = WW
Artist  = Ron Spencer
```

```
Text(IA): Banding
          <1W>: +1/+0 until end of turn
          <WW>: +0/+2 until end of turn
```

```
Flavor Text: "Those who do not ride the wind on Aesthir still
             command loyalty and respect."
             ---Arna Kennerud, Skyknight
```

 NO RULINGS

1.31   Kjeldoran Phalanx

```
Kjeldoran Phalanx
```

```
Color   = White
Rarity  = IA(R)
Type    = Summon Soldiers (2/5)
Cost    = 5W
Artist  = Richard Kane-Ferguson
```

```
Text(IA): Banding, first strike
```

```
Flavor Text: "There's nothing I like better than watching a street full of
             soldiers kicking down the doors of the guilty and the impure."
             ---Avram Garrison, Leader of the Knights of Stromgald
```

 NO RULINGS

1.32   Kjeldoran Royal Guard

```
Kjeldoran Royal Guard

Color  = White
Rarity = IA(R)
Type   = Summon Soldiers (2/5)
Cost   = 3WW
Artist = L.A. Williams

Text(IA): <T>: Redirect to Kjeldoran Royal Guard all damage dealt to you
          from unblocked creatures this turn.

Flavor Text: "Honorable in battle, generous in death."
              ---Motto of the Kjeldoran Royal Guard

   Rulings
```

1.33   Kjeldoran Skycaptain

```
Kjeldoran Skycaptain

Color  = White
Rarity = IA(U)
Type   = Summon Soldier (2/2)
Cost   = 4W
Artist = Mark Poole

Text(IA): Banding, flying, first strike

Flavor Text: "If we do our duty and uphold our honor, Kjeldor
              shall stand for a thousand years."
              ---Arna Kennerud, Skyknight

 NO RULINGS
```

1.34   Kjeldoran Skyknight

```
Kjeldoran Skyknight

Color  = White
Rarity = IA(C)
Type   = Summon Soldier (1/1)
Cost   = 2W
Artist = Mark Poole

Text(IA): Banding, flying, first strike

Flavor Text: "My Aesthir is my most trusted ally. We fight as
              one and live as one, and we will die as one."
              ---Arna Kennerud, Skyknight

 NO RULINGS
```

1.35   Kjeldoran Warrior

```
Kjeldoran Warrior

Color   = White
Rarity  = IA(C)
Type    = Summon Hero (1/1)
Cost    = W
Artist  = Mark Poole


Text(IA): Banding


Flavor Text: "Give me a thousand such Warriors and I
              could change the world."
              ---Avram Garrison, Leader of the Knights of Stromgald.

  NO RULINGS
```

1.36   Lightning Blow

```
Lightning Blow

Color   = White
Rarity  = IA(R)
Type    = Instant
Cost    = 1W
Artist  = Harold McNeill

Text(IA): Target creature gains first strike until end of turn. Draw a
          card at the beginning of the next turn's upkeep.

Flavor Text: "If you do it right, they'll never know what hit them."
              ---General Jarkeld, the Arctic Fox

  Rulings
```

1.37   Lost Order of Jarkeld

```
Lost Order of Jarkeld

Color   = White
Rarity  = IA(R)
Type    = Summon Knights (1+*/1+*)
Cost    = 2WW
Artist  = Andi Rusu


Text(IA): Lost Order of Jarkeld has power and toughness each equal to 1
          plus the number of creatures target opponent controls.


Flavor Text: "Let use remember brave Jarkeld and his troops, who
              perished in the Andarkar Wastes so long ago."
              ---Halvor Arenson, Kjeldoran Priest
```

NO RULINGS

1.38   Mercenaries

```
Mercenaries

Color  = White
Rarity = IA(R)
Type   = Summon Mercenaries (3/3)
Cost   = 3W
Artist = Cornelius Brudi
```

Text(IA): Whenever Mercenaries damages a player, that player may pay <3> to
         prevent that damage.

Flavor Text: "Blasted amateurs! Doesn't the queen think we
              can fight well enough on our own?"
              ---Avram Garrison, Leader of the Knights of Stromgald

  NO RULINGS

1.39   Order of the Sacred Torch

```
Order of the Sacred Torch

Color  = White
Rarity = IA(R)
Type   = Summon Paladin (2/2)
Cost   = 1WW
Artist = Richard Thomas
```

Text(IA): <T>: Pay 1 life to destroy target black spell. Effects that
         prevent or redirect damage cannot be used to counter this
         loss of life. Play this ability as an interrupt.

  Rulings

1.40   Order of the White Shield

```
Order of the White Shield

Color  = White
Rarity = IA(U)
Type   = Summon Knights (2/1)
Cost   = WW
Artist = Richard Thomas
```

Text(IA): Protection from black
         <W>: First strike until end of turn

```
        <WW>: +1/+0 until end of turn
```

```
Flavor Text: "Shall we turn away a worthy soul because his parents
             were peasants? I think not."
             ---Lucilde Fiksdotter,
                Leader of the Order of the White Shield
```

```
  NO RULINGS
```

1.41 Prismatic Ward

```
Prismatic Ward
```

```
Color  = White
Rarity = IA(C) (Promo)
Type   = Enchant Creature
Cost   = 1W
Artist = L.A. Williams
```

```
Text(IA): When Prismatic Ward comes into play, choose a color; all damage
          dealt to target creature by sources of that color is reduced to 0.
```

```
Flavor Text: "These, of all spells, must have common components
             I can isolate and use."
             ---Halvor Arnsson, Kjeldoran Priest
```

```
  Rulings
```

1.42 Rally

```
Rally
```

```
Color  = White
Rarity = IA(C)
Type   = Instant
Cost   = WW
Artist = Heather Hudson
```

```
Text(IA): All blocking creatures get +1/+1 until end of turn.
```

```
Flavor Text: "Stand your ground, troops! This shall be our finest hour!"
             ---General Jarkeld, the Arctic Fox
```

```
  NO RULINGS
```

1.43 Red Scarab

```
Red Scarab
```

```
Color  = White
```

```
Rarity  = IA(U)
Type    = Enchant Creature
Cost    = W
Artist  = Sandra Everingham
```

```
Text(IA): Target creatures gets +2/+2 as long as any opponent controls any
          red cards. That creature cannot be blocked by red creatures.
```

  NO RULINGS

1.44 Sacred Boon

```
Sacred Boon
```

```
Color   = White
Rarity  = IA(U)
Type    = Instant
Cost    = 1W
Artist  = Mike Raabe
```

```
Text(IA): Prevent up to 3 damage to target creature. At end of turn, put a
          +0/+1 counter on that creature for each 1 damage prevented by
          Sacred Boon.
```

```
Flavor Text: "Divine gifts are granted to those who are worthy."
                 ---Halvor Arenson, Kjeldoran Priest
```

  Rulings

1.45 Seraph

```
Seraph
```

```
Color   = White
Rarity  = IA(R)
Type    = Summon Angel (4/4)
Cost    = 6W
Artist  = Christopher Rush
```

```
Text(IA): Flying
          At the end of a turn in which any creature is damaged by Seraph
          and put into the graveyard, put that creature directly into play
          under your control as though it were just summoned. If you lose
          control of Seraph or if Seraph leaves play, bury the creature.
```

  Rulings

1.46 Shield Bearer

```
Shield Bearer

Color  = White
Rarity = IA(C)
Type   = Summon Soldier (0/3)
Cost   = 1W
Artist = Dan Frazier


Text(IA): Banding


Flavor Text: "You have almost completed your four years, my son.
              Soon you shall be a Skyknight."
              ---Arna Kennerud, Skyknight
```

  NO RULINGS

1.47 Snow Hound

```
Snow Hound

Color  = White
Rarity = IA(U)
Type   = Summon Dog (1/1)
Cost   = 2W
Artist = Pat Morrissey

Text(IA): <1T>: Return Snow Hound to owner's hand and target blue or green
          creature you control to owner's hand.

Flavor Text: "If you're starving, eat your horses, your dead,
              or yourself – but never eat your dog."
              ---General Jarkeld, the Arctic Fox
```

  NO RULINGS

1.48 Warning

```
Warning

Color  = White
Rarity = IA(C)
Type   = Instant
Cost   = W
Artist = Pat Morrissey

Text(IA): Target attacking creature deals no damage in combat this turn.

Flavor Text: "The folk of the Karplusan Mountains are
              impossible to ambush."
              ---Lovisa Coldeyes, Balduvian Chieftain
```

  NO RULINGS

1.49   White Scarab

```
White Scarab

Color   = White
Rarity  = IA(U)
Type    = Enchant Creature
Cost    = W
Artist  = Kaja Foglio

Text(IA): Target creatures gets +2/+2 as long as any opponent controls any
          white cards. That creature cannot be blocked by white creatures.

  NO RULINGS
```