

PT_WHITE

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COLLABORATORS

	<i>TITLE :</i> PT_WHITE		
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Chapter 1

PT_WHITE

1.1 Portal - White Cards

Portal - White Cards

Alabaster Dragon
 Angelic Blessing
 Archangel
Armageddon
 Armored Pegasus

 Blessed Reversal
 Blinding Light

 Border Guard

 Breath of Life

 Charging Paladin

 Defiant Stand

 Devoted Hero

 FALSE Peace

 Fleet-Footed Monk

 Foot Soldiers

 Gift of Estates

 Harsh Justice

 Keen-Eyed Archers

 Knight Errant

 Path of Peace

Ardent Militia

Regal Unicorn
Renewing Dawn
Sacred Knight
Sacred Nectar
Seasoned Marshal
Spiritual Guardian
Spotted Griffin
Starlight
Starlit Angel
Steadfastness
Stern Marshal
Temporary Truce
Valorous Charge
Venerable Monk
Vengeance
Warrior's Charge
Wrath of God
Wall of Swords

1.2 Angelic Blessing

Angelic Blessing

Color = White
Rarity = PT(R)
Type = Sorcery
Cost = 2W
Artiste = DiTerlizzi

Text (PT): Any one creature gets +3[O]/+3[D] and gains flying until the end of the turn.

NO RULINGS

1.3 Armored Pegasus

Armored Pegasus

Color = White
Rarity = PT(C)
Type = Summon Creature (1/2)
Cost = 1W
Artist = Andrew Robinson

Text (PT): Flying

NO RULINGS

1.4 Blessed Reversal

Blessed Reversal

Color = White
Rarity = PT(R)
Type = Sorcery
Cost = 1W
Artist = Zina Saunders

Text (PT): Play Blessed Reversal only after you're attacked,
before you declare interceptors.
For each attacking creature, you gain 3 life.

NO RULINGS

1.5 Border Guard

Border Guard

Color = White
Rarity = PT(C)
Type = Summon Creature (1/4)
Cost = 2W
Artist = Kev Walker

Text (PT): n/a

NO RULINGS

1.6 Breath of Life

Breath of Life

Color = White
Rarity = PT(C)
Type = Sorcery

Cost = 3W
Artist = DiTerlizzi

Text (PT): Take any one summon creature from your discard pile and put that card into play. Treat it as though you just played it from your hand.

NO RULINGS

1.7 Charging Paladin

Charging Paladin

Color = White
Rarity = PT(U)
Type = Summon Creature (2/2)
Cost = 2W
Artist = Kev Walker

Text (PT): If Charging Paladin attacks, it gets +0[O]/+3[D] until the end of the turn.

NO RULINGS

1.8 Defiant Stand

Defiant Stand

Color = White
Rarity = PT(U)
Type = Sorcery
Cost = 1W

Text (PT): Play Defiant Stand only after you're attacked, before you declare interceptors.
Any one creature gets +1[O]/+3[D] until the end of the turn. If that creature is tapped, untap it.

NO RULINGS

1.9 Devoted Hero

Devoted Hero

Color = White
Rarity = PT(C)
Type = Summon Creature (1/2)
Cost = W
Artist = DiTerlizzi

Text (PT): n/a

NO RULINGS

1.10 FALSE Peace

FALSE Peace

Color = White
Rarity = PT(C)
Type = Sorcery
Cost = W
Artist = Zina Saunders

Text (PT): Choose any one player. That player can't attack on his or her next turn.

NO RULINGS

1.11 Fleet-Footed Monk

Fleet-Footed Monk

Color = White
Rarity = PT(C)
Type = Summon Creature (1/1)
Cost = 1W
Artist = D. Alexander Gregory

Text (PT): Fleet-Footed Monk can't be intercepted by any creature with offense 2 or greater.

NO RULINGS

1.12 Foot Soldiers

Foot Soldiers

Color = White
Rarity = PT(C)
Type = Summon Creature (2/4)
Cost = 3W
Artist = Kev Walker

Text (PT): n/a

NO RULINGS

1.13 Gift of Estates

Gift of Estates

Color = White
Rarity = PT(R)
Type = Sorcery
Cost = 1W
Artist = Kaja Foglio

Text (PT): If your opponent has more lands in play than you do, search your deck for up to three plains and put them into your hand. Shuffle your deck afterwards.

NO RULINGS

1.14 Harsh Justice

Harsh Justice

Color = White
Rarity = PT(R)
Type = Sorcery
Cost = 2W
Artist = John Coulthart

Text (PT): Play Harsh Justice only after you're attacked, before you declare interceptors.
This turn, each attacking creature that damages you also deals equal damage to the attacking player.

NO RULINGS

1.15 Keen-Eyed Archers

Keen-Eyed Archers

Color = White
Rarity = PT(C)
Type = Summon Creature (2/2)
Cost = 2W
Artist = Alan Rabinowitz

Text (PT): Keen-Eyed Archers can intercept as though it had flying.

NO RULINGS

1.16 Knight Errant

Knight Errant

Color = White
Rarity = PT(C)
Type = Summon Creature (2/2)
Cost = 1W
Artist = Dan Frazier

Text (PT): n/a

NO RULINGS

1.17 Path of Peace

Path of Peace

Color = White
Rarity = PT(C)
Type = Sorcery
Cost = 3W
Artist = Pete Venters

Text (PT): Destroy any one creature. That creature's owner gains 4 life.

NO RULINGS

1.18 Regal Unicorn

Regal Unicorn

Color = White
Rarity = PT(C)
Type = Summon Creature (2/3)
Cost = 2W
Artist = Zina Saunders

Text (PT): n/a

NO RULINGS

1.19 Renewing Dawn

Renewing Dawn

Color = White
Rarity = PT(U)
Type = Sorcery
Cost = 1W

Artist = John Avon

Text (PT): For each mountain your opponent has in play, you gain 2 life.

NO RULINGS

1.20 Sacred Knight

Sacred Knight

Color = White
Rarity = PT(C)
Type = Summon Creature (3/2)
Cost = 3W
Artist = Donato Giancola

Text (PT): Sacred Knight can't be intercepted by black or red creatures.

NO RULINGS

1.21 Sacred Nectar

Sacred Nectar

Color = White
Rarity = PT(C)
Type = Sorcery
Cost = 1W
Artist = Janine Johnston

Text (PT): You gain 4 life.

NO RULINGS

1.22 Seasoned Marshal

Seasoned Marshal

Color = White
Rarity = PT(U)
Type = Summon Creature (2/2)
Cost = 2WW
Artist = Zina Saunders

Text (PT): If Seasoned Marshal attacks, you may choose to tap any one creature. (Tapped creatures can't intercept.)

NO RULINGS

1.23 Spiritual Guardian

Spiritual Guardian

Color = White
Rarity = PT(R)
Type = Summon Creature (3/4)
Cost = 3WW
Artist = Terese Nielsen

Text (PT): When Spiritual Guardian comes into play from your hand, you gain 4 life.

NO RULINGS

1.24 Spotted Griffin

Spotted Griffin

Color = White
Rarity = PT(C)
Type = Summon Creature (2/3)
Cost = 3W
Artist = William Simpson

Text (PT): Flying

NO RULINGS

1.25 Starlight

Starlight

Color = White
Rarity = PT(U)
Type = Sorcery
Cost = 1W
Artist = John Avon

Text (PT): For each black creature your opponent has in play, you gain 3 life.

NO RULINGS

1.26 Starlit Angel

Starlit Angel

Color = White
Rarity = PT(U)
Type = Summon Creature (3/4)
Cost = 3WW
Artist = Rebecca Guay

Text (PT): Flying

NO RULINGS

1.27 Steadfastness

Steadfastness

Color = White
Rarity = PT(C)
Type = Sorcery
Cost = 1W
Artist = Kev Walker

Text (PT): All your creatures get +0[O]/+3[D] until the end of the turn.

NO RULINGS

1.28 Stern Marshal

Stern Marshal

Color = White
Rarity = PT(R)
Type = Summon Creature (2/2)
Cost = 2W
Artist = D. Alexander Gregory

Text (PT): On your turn, before you attack, you may tap Stern Marshal to give any one creature +2[O]/+2[D] until the end of the turn.

NO RULINGS

1.29 Temporary Truce

Temporary Truce

Color = White
Rarity = PT(R)
Type = Sorcery
Cost = 1W
Artist = Mike Raabe

Text (PT): Each player may draw up to two cards. For each card less than two any player draws, that player gains 2 life. (You choose whether to draw first.)

NO RULINGS

1.30 Valorous Charge

Valorous Charge

Color = White
Rarity = PT(U)
Type = Sorcery
Cost = 1WW
Artist = Douglas Shuler

Text (PT): All white creatures get +2[O]/+0[D] until the end of the turn. (This includes other players' white creatures.)

NO RULINGS

1.31 Venerable Monk

Venerable Monk

Color = White
Rarity = PT(U)
Type = Summon Creature (2/2)
Cost = 2W
Artist = D. Alexander Gregory

Text (PT): When Venerable Monk comes into play from your hand, you gain 2 life.

NO RULINGS

1.32 Vengeance

Vengeance

Color = White
Rarity = PT(U)
Type = Sorcery
Cost = 3W

Artist = Andrew Robinson

Text (PT): Destroy any one tapped creature.

NO RULINGS

1.33 Warrior`s Charge

Warrior`s Charge

Color = White

Rarity = PT(C/S)

Type = Sorcery

Cost = 2W

Artist = Ted Naifeh / Ted Naifeh

Text (PT): All your creatures get +1[O]/+1[D] until the end of the turn. (For example, a 1S/2D creature would become 2[O]/3[D].)

NO RULINGS
