

SH_WHITE

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COLLABORATORS

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

SH_WHITE

1.1 Stronghold - White Cards

Stronghold - White Cards

Bandage
Calming Ligid
Change of Heart
Contemplation
Conviction
Hidden Retreat
Honor Guard
Lancers en-Kor
Nomads en-Kor
Pursuit of Knowledge
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Smite

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Spirit en-Kor
Temper
Venerable Monk
Wall of Essence
Warrior Angel
Warrior en-Kor
Youthful Knight

1.2 Bandage

Bandage

Color = White
Rarity = SH(C)
Type = Instant
Cost = W
Artist = Rebecca Guay

Text(SH): Prevent 1 damage to any creature or player.
Draw a card.

Flavor Text: Takara shook with guilt. She knew the last image her father had seen was her sword flashing toward him.

NO RULINGS

1.3 Calming Lcid

Calming Lcid

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

Text(SH): <WT>: Calming Lcid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Lcid onto target creature. You may pay W to end this effect.

NO RULINGS

1.4 Change of Heart

Change of Heart

Color = White
Rarity = SH(C)
Type = Instant
Cost = W
Artist = Ron Spencer

Text (SH): Buyback 3 (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)
Target creature cannot attack this turn.

NO RULINGS

1.5 Contemplation

Contemplation

Color = White
Rarity = SH(U)
Type = Enchantment
Cost = 1WW
Artist = Brom

Text (SH): Whenever you successfully cast a spell, gain 1 life.

Flavor Text: "How fascinating it is to watch the machinations of one's own mind play themselves out." -Volrath

NO RULINGS

1.6 Conviction

Conviction

Color = White
Rarity = SH(C)
Type = Enchant Creature
Cost = 1W
Artist = Paolo Parente

Text (SH): Enchanted creature gets +1/+3.
<W>: Return Conviction to owner's hand.

Flavor Text: It was not the minotaur's shoulders but his soul that bore the heaviest weight.

NO RULINGS

1.7 Hidden Retreat

Hidden Retreat

Color = White
Rarity = SH(R)
Type = Enchantment
Cost = 2W
Artist = Terese Nielsen

Text(SH): Choose a card in your hand and put it on top of your library:
Prevent all damage from an instant or sorcery. (Treat further
damage from that source normally.)

Flavor Text: After an hour in the hidey-hole, Squee seriously pondered
the advantages of danger over boredom.

NO RULINGS

1.8 Honor Guard

Honor Guard

Color = White
Rarity = SH(C)
Type = Summon Soldier (1/1)
Cost = W
Artist = Joel Biske

Text(SH): <W>: Honor Guard gets +0/+1 until end of turn.

Flavor Text: "It is not a choice I make, to have this guard. It is the
choice of my people, and my duty to them." -Oracle en-Vec

NO RULINGS

1.9 Lancers en-Kor

Lancers en-Kor

Color = White
Rarity = SH(U)
Type = Summon Soldiers (3/3)
Cost = 3WW
Artist = Pete Venters

Text(SH): Trample
<0>: Redirect 1 damage from Lancers en-Kor to a creature
you control.

Flavor Text: Nearly all sets of Kor twins are trained as lancers.

NO RULINGS

1.10 Nomads en-Kor

Nomads en-Kor

Color = White
Rarity = SH(C)
Type = Summon Soldiers (1/1)
Cost = W
Artist = Val Meyerik

Text(SH): <0>: Redirect 1 damage from Nomads en-Kor to a creature you control.

Flavor Text: The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

NO RULINGS

1.11 Pursuit of Knowledge

Pursuit of Knowledge

Color = White
Rarity = SH(R)
Type = Enchantment
Cost = 3W
Artist = DiTerlizzi

Text(SH): Skip drawing a card: Put a study counter on Pursuit of Knowledge. Remove three study counters from Pursuit of Knowledge, Sacrifice Pursuit of Knowledge: Draw seven cards.

NO RULINGS

1.12 Rolling Stones

Rolling Stones

Color = White
Rarity = SH(R)
Type = Enchantment
Cost = 1W
Artist = John Matson

Text(SH): Walls can attack as though they were not Walls.

Flavor Text: Walls collapse and kill people all the time. Some are just more aggressive about it.

NO RULINGS

1.13 Sacred Ground

Sacred Ground

Color = White
Rarity = SH(R)
Type = Enchantment
Cost = 1W
Artist = Terese Nielsen

Text(SH): Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.

Flavor Text: "That which knows itself cannot be shaped to another's will." -Oracle en-Vec

NO RULINGS

1.14 Samite Blessing

Samite Blessing

Color = White
Rarity = SH(C)
Type = Enchant Creature
Cost = W
Artist = Rebecca Guay

Text(SH): Enchanted creature gains "<T>: Prevent all damage to any creature from any one source." (Treat further damage from that source normally.)

Flavor Text: Knit bone, darn flesh,
Stitch skin, weave breath.
-Samite healing ritual

NO RULINGS

1.15 Scapegoat

Scapegoat

Color = White
Rarity = SH(U)
Type = Instant

Cost = W
Artist = Daren Bader

Text(SH): Sacrifice a creature: Return any number of target creatures you control to owner's hand.

Flavor Text: "Enjoy your deception, Vuel," Gerrard said, as Volrath's features melted from the dead shapeshifter. "I'll count this one as practice."

NO RULINGS

1.16 Shaman en-Kor

Shaman en-Kor

Color = White
Rarity = SH(R)
Type = Summon Cleric (1/2)
Cost = 1W
Artist = Jeff Miracola

Text(SH): <0>: Redirect 1 damage from Shaman en-Kor to a creature you control.
<1W>: Redirect to Shaman en-Kor all damage dealt to any one creature from any one source.

NO RULINGS

1.17 Skyshroud Falcon

Skyshroud Falcon

Color = White
Rarity = SH(C)
Type = Summon Bird (1/1)
Cost = 1W
Artist = Mike Raabe

Text(SH): Flying
Attacking does not cause Skyshroud Falcon to tap.

Flavor Text: The falcon slits the sky to let the light drip through.
-Kor saying

NO RULINGS

1.18 Smite

Smite

Color = White
Rarity = SH(C)
Type = Instant
Cost = W
Artist = Daren Bader

Text (SH): Destroy target blocked creature.

Flavor Text: "You've got your childhood wish at last. Now you get to die." -Gerrard, to Volrath

NO RULINGS

1.19 Soltari Champion

Soltari Champion

Color = White
Rarity = SH(R)
Type = Summon Soldier (2/2)
Cost = 2W
Artist = Adam Rex

Text (SH): Shadow (This creature can block or be blocked by only creatures with shadow.) If Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn.

NO RULINGS

1.20 Spirit en-Kor

Spirit en-Kor

Color = White
Rarity = SH(C)
Type = Summon Spirit (2/2)
Cost = 3W
Artist = John Matson

Text (SH): Flying
<0>: Redirect 1 damage from Spirit en-Kor to a creature you control.

Flavor Text: Death free throat from thirst, mouth from speech, feet from earth. -Kor requiem

NO RULINGS

1.21 Temper

Temper

Color = White
Rarity = SH(U)
Type = Instant
Cost = X1W
Artist = Matthew Wilson

Text(SH): Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.

Flavor Text: "I don't need a plan, just a goal. The rest will follow on its own." -Gerrard

NO RULINGS

1.22 Venerable Monk

Venerable Monk

Color = White
Rarity = SH(C)
Type = Summon Cleric (2/2)
Cost = 2W
Artist = Terese Nielsen

Text(SH): When Venerable Monk comes into play, gain 2 life.

Flavor Text: Age wears the flesh but galvanizes the soul

NO RULINGS

1.23 Wall of Essence

Wall of Essence

Color = White
Rarity = SH(U)
Type = Summon Wall (0/4)
Cost = 1W
Artist = Adam Rex

Text(SH): (Walls cannot attack.)
For each 1 combat damage dealt to Wall of Essence, gain 1 life.

Flavor Text: The ceiling and the floor fell in love,
but only the wall knew. -Dal saying

NO RULINGS

1.24 Warrior Angel

Warrior Angel

Color = White
Rarity = SH(R)
Type = Summon Angel (3/4)
Cost = 4WW
Artist = Brom

Text (SH): Flying
For each 1 damage Warrior Angel deals, gain 1 life.

Flavor Text: She represents not hope, but hope's desperate fury.

NO RULINGS

1.25 Warrior en-Kor

Warrior en-Kor

Color = White
Rarity = SH(U)
Type = Summon Knight (2/2)
Cost = WW
Artist = Stephen Daniele

Text (SH): <0>: Redirect 1 damage from Warrior en-Kor to a creature you control.

Flavor Text: Only a matter as vital as destroying Volrath could bring together the reclusive Kor people.

NO RULINGS

1.26 Youthful Knight

Youthful Knight

Color = White
Rarity = SH(C)
Type = Summon Knight (2/1)
Cost = 1W
Artist = Rebecca Guay

Text (SH): First strike.

Flavor Text: "Let no child be without a sword. We will all fight, for if we fail, we will certainly all die." -Oracle en-Vec

NO RULINGS
