

TP_White

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COLLABORATORS

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

TP_White

1.1 Tempest - White Cards

Tempest - White Cards

Advance Scout

Angelic Protector

Anoint

Armor Sliver
Armored Pegasus

Auratog

Avenging Angel
C.O.P.: Black

C.O.P.: Blue
C.O.P.: Green

C.O.P.: Red
C.O.P.: Shadow
C.O.P.: White

Clergy en Vec

Cloudchaser Eagle
Disenchant

Elite Javelineer

Field of Souls

Flickering Ward

Gallantry

Gerrard's Battle Cry

Hanna's Custody

Hero's Resolve

Humility
Invulnerability
Knight of Dawn
Light of Day
Marble Titan
Master Decoy
Mounted Archers
Oracle en-Vec
Orim's Prayer
Orim, Samite Healer
 Pacifism
Pegasus Refuge
Quickening Liced
Repentance
Sacred Guide
Safeguard
Serene Offering
Soltari Crusader
Soltari Emissary
Soltari Foot Soldier
Soltari Lancer
Soltari Monk
Soltari Priest
Soltari Trooper
Spirit Mirror
Staunch Defenders
Talon Sliver
Warmth
Winds of Rath

Worhty Cause

1.2 Advance Scout

Advance Scout

Color = White
Rarity = TP (C)
Type = Summon Soldier(1/1)
Cost = 1W
Artist = Heather Hudson

Text (TP): First strike
<W>: Target creature gains first strike until end of turn.

Flavor Text: "The soldiers' path is worn smooth by the tread
of many feet -- all in one direction, none returning."
---Oracle en-Vec

No Rulings

1.3 Angelic Protector

Angelic Protector

Color = White
Rarity = TP (U)
Type = Summon Angel(2/2)
Cost = 3W
Artist = DiTerlizzi

Text (TP): Flying
If Angelic Protector is the target of a spell or ability, it
gets +0/+3 until end of turn.

Flavor Text: "My familiy sheltered in her light, the dark was
content to wait." ---Crovax

No Rulings

1.4 Anoint

Anoint

Color = White
Rarity = TP (C)

Type = Instant
Cost = W
Artist = Eric David Anderson

Text(TP): 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.)
Prevent up to 3 damage to any creature.

Flavor Text: Flavor Text

No Rulings

1.5 Armor Sliver

Armor Sliver

Color = White
Rarity = TP(U)
Type = Summon Sliver(2/2)
Cost = 2W
Artist = Scott Kirschner

Text(TP): Each Sliver gains "<2>: This creature gets +0/+1 until end of turn."

Flavor Text: Hanna: "We must learn how they protect each other."
Mirri: "After they're done trying to kill us, all right?"

No Rulings

1.6 Auratog

Auratog

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

Text(TP): Sacrifice an enchantment: Auratog gets +2/+2 until end of turn.

Flavor Text: The auratog enjoys eating its wards.

No Rulings

1.7 Avenging Angel

Avenging Angel

Color = White
Rarity = TP (R)
Type = Summon Angel (3/3)
Cost = 3WW
Artist = Matthew Wilson

Text (TP): Flying
If Avenging Angel is put into any graveyard from play, you may put Avenging Angel on top of owner's library.

Flavor Text: Flavor Text

No Rulings

1.8 Circle of Protection: Shadow

Circle of Protection: Shadow

Color = White
Rarity = TP (C)
Type = Enchantment
Cost = 1W
Artist = Harold McNeill

Text (TP): <1>: Prevent all damage to you from a creature with shadow. (Treat further damage from that source normally.)

Flavor Text: Flavor Text

No Rulings

1.9 Clergy en-Vec

Clergy en-Vec

Color = White
Rarity = TP (C)
Type = Summon Cleric (1/1)
Cost = 1W
Artist = Heather Hudson

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

Flavor Text: "Faith's shield is hammered out by the blows of unbelievers." ---Oracle en-Vec

No Rulings

1.10 Cloudchaser Eagle

Cloudchaser Eagle

Color = White
Rarity = TP (C)
Type = Summon Bird(2/2)
Cost = 3W
Artist = Una Fricker

Text (TP): Flying
When Cloudchaser Eagle comes into play, destroy target enchantment.

Flavor Text: When the eagle catches a cloud, it tears it into strips
that fall to earth. ---Vec myth of the rains

No Rulings

1.11 Elite Javelineer

Elite Javelineer

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

Text (TP): If Elite Javelineer blocks, it deals 1 damage to target attacking
creature.

Flavor Text: "Percision is frequently more valuable than force."
---Gerrard of the Weatherlight

No Rulings

1.12 Field of Souls

Field of Souls

Color = White
Rarity = TP (R)
Type = Enchantment
Cost = 2WW
Artist = Richard Kane Ferguson

Text (TP): Whenever a nontoken creature is put into your graveyard from play,
put an Essence token into play. Treat this token as a 1/1 white
creature with flying.

Flavor Text: Flavor Text

Rulings

1.13 Flickering Ward

Flickering Ward

Color = White
Rarity = TP(U)
Type = Enchant Creature
Cost = W
Artist = Greg Simanson

Text(TP): When you play Flickering Ward, choose a color.
Enchanted creature gains protection from the chosen color.
<W>: Return Flickering Ward to owner's hand.

Flavor Text: Flavor Text

No Rulings

1.14 Gallantry

Gallantry

Color = White
Rarity = TP(U)
Type = Instant
Cost = 1W
Artist = Douglas Shuler

Text(TP): Target blocking creature gets +4/+4 until end of turn.
Draw a card.

Flavor Text: "Forgive me," Mirri whispered. "I thought you a burden,
and you saved my life." Hanna quietly accepted the apology.

No Rulings

1.15 Gerrard's Battle Cry

Gerrard's Battle Cry

Color = White
Rarity = TP(R)
Type = Enchantment
Cost = W

Artist = Val Mayerik

Text(TP): <2W>: All creatures you control get +1/+1 until end of turn.

Flavor Text: Gerrard grinned and drew his sword. "This won't be a fair fight," he called to his crew. "They should have brought a second ship!"

No Rulings

1.16 Hanna's Custody

Hanna's Custody

Color = White
Rarity = TP(R)
Type = Enchantment
Cost = 2W
Artist = DiTerlizzi

Text(TP): Artifacts cannot be the target of spells or abilities.

Flavor Text: "I protect the Legacy with my life if necessary, for its purpose is far more important than my own."
---Hanna, Weatherlight navigator

No Rulings

1.17 Hero's Resolve

Hero's Resolve

Color = White
Rarity = TP(C)
Type = Enchant Creature
Cost = 1W
Artist = Pete Venters

Text(TP): Enchanted creature gets +1/+5.

Flavor Text: "Destiny, chance, faith, fortune -- they're all just ways of claiming your successes without claiming your failures."
---Gerrard of the Weatherlight

No Rulings

1.18 Humility

Humility

Color = White
Rarity = TP (R)
Type = Enchantment
Cost = 2WW
Artist = Phil Foglio

Text (TP): Each creature loses all abilities and is a 1/1 creature.

Flavor Text: "One cannot cleanse the wounds of failure."
---Karn, silver golem

No Rulings

1.19 Invulnerability

Invulnerability

Color = White
Rarity = TP (U)
Type = Instant
Cost = 1W
Artist = Brian Snoddy

Text (TP): 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.)
Prevent all damage to you from one source. (Treat further damage from that source normally.)

Flavor Text: Flavor Text

No Rulings

1.20 Knight of Dawn

Knight of Dawn

Color = White
Rarity = TP (U)
Type = Summon Knight (2/2)
Cost = 1WW
Artist = Ron Spencer

Text (TP): First strike
<WW>: Knight of Dawn gains protection from the color of your choice until end of turn.

Flavor Text: Flash like daybreak to the fray.
---Motto of the Knights of Dawn

No Rulings

1.21 Light of Day

Light of Day

Color = White
Rarity = TP(U)
Type = Enchantment
Cost = 3W
Artist = Drew Tucker

Text(TP): Black creatures cannot attack or block.

Flavor Text: "I do not miss sunlight. The very memory of it
burns my eyes." ---Volrath

No Rulings

1.22 Marble Titan

Marble Titan

Color = White
Rarity = TP(R)
Type = Summon Giant(3/3)
Cost = 3W
Artist = Brom

Text(TP): Creatures with power 3 or greater do not untap during their
controllers' untap phases.

Flavor Text: "Strapping on nine hundred pounds of armor every morning
would make any warrior cross."
---Gerrard of the Weatherlight

No Rulings

1.23 Master Decoy

Master Decoy

Color = White
Rarity = TP(C)

Type = Summon Soldier(1/2)
Cost = 1W
Artist = Phil Foglio

Text(TP): <WT>: Tap target creature.

Flavor Text: "A skilled decoy can throy your enemies off your trail.
A master decoy can survive to do it again."
---Gerrard of the Weatherlight

No Rulings

1.24 Mounted Archers

Mounted Archers

Color = White
Rarity = TP(C)
Type = Summon Soldiers(2/3)
Cost = 3W
Artist = Kev Walker

Text(TP): Mounted Archers can block creatures with flying.
<W>: Mounted Archers can block an additional creature this turn.
(All blocking assignments must still be legal.)

Flavor Text: Flavor Text

No Rulings

1.25 Oracle en-Vec

Oracle en-Vec

Color = White
Rarity = TP(R)
Type = Summon Wizard(1/1)
Cost = 1W
Artist = Dan Frazier

Text(TP): <T>: Target opponent chooses any number of creatures he or she controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of that turn, destroy each of those creatures that did not attack. Use this ability only during your turn.

Flavor Text: Flavor Text

Rulings

1.26 Orim's Prayer

Orim's Prayer

Color = White
Rarity = TP(U)
Type = Enchantment
Cost = 1WW
Artist = Donato Giancola

Text(TP): If any creatures attack you, gain 1 life for each attacking creature.

Flavor Text: "As usual, there will be time for prayer only after the worst happens." ---Orim, Samite Healer

No Rulings

1.27 Orim, Samite Healer

Orim, Samite Healer

Color = White
Rarity = TP(R)
Type = Summon Legend(1/3)
Cost = 1WW
Artist = Kaja Foglio

Text(TP): Orim, Samite Healer counts as a Cleric.
<T>: Prevent up to 3 damage to any creature or player.

Flavor Text: "The silkworm spins itself a new existence. So the healer weaves the threads of life." ---Orim, Samite healer

No Rulings

1.28 Pegasus Refuge

Pegasus Refuge

Color = White
Rarity = TP(R)
Type = Enchantment
Cost = 3W
Artist = Kev Walker

Text(TP): <2>, Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.

Flavor Text: Flavor Text

No Rulings

1.29 Quickening Ligid

Quickening Ligid

Color = White
Rarity = TP (U)
Type = Summon Ligid(1/1)
Cost = 1W
Artist = Andrew Robinson

Text (TP): <1WT>: Quickening Ligid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. Move Quickening Ligid onto target creature. You may pay W to end this effect.

Flavor Text: Flavor Text

Rulings

1.30 Repentance

Repentance

Color = White
Rarity = TP (U)
Type = Sorcery
Cost = 2W
Artist = Ron Spencer

Text (TP): Target creature deals to itself damage equal to its power.

Flavor Text: "The cannon wasn't aimed at you!" pleaded Vhati.
"I'm not sure which is more pathetic," replied Greven,
"your judgement or your aim."

No Rulings

1.31 Sacred Guide

Sacred Guide

Color = White
Rarity = TP (R)
Type = Summon Cleric(1/1)
Cost = W

Artist = Zina Saunders

Text(TP): <1W>, Sacrifice Sacred Guide: Reveal cards from your library until you reveal a white card. Put that card into your hand. Remove all other revealed cards from the game.

Flavor Text: Flavor Text

Rulings

1.32 Safeguard

Safeguard

Color = White
Rarity = TP (R)
Type = Enchantment
Cost = 3WW
Artist = Thomas M. Baxa

Text(TP): <2W>: Target creature deals no combat damage this turn.

No Rulings

1.33 Serene Offering

Serene Offering

Color = White
Rarity = TP (U)
Type = Instant
Cost = 1W
Artist = Paolo Parente

Text(TP): Destroy target enchantment. Gain life equal to that enchantment's total casting cost.

Flavor Text: "A sacrifice made in peace is worth a dozen made in panic."
---Orim, Samite healer

No Rulings

1.34 Soltari Crusader

Soltari Crusader

Color = White
Rarity = TP (U)
Type = Summon Knight (2/1)
Cost = 2W

Artist = Randy Gallegos

Text(TP): Shadow (This creature can block or be blocked by only creatures with shadow.)
<1W>: Soltari Crusader gets +1/+0 until end of turn.

Flavor Text: "Carry war to the Dauthi, no matter the way, no matter the world." ---Soltari battle chant

No Rulings

1.35 Soltari Emissary

Soltari Emissary

Color = White
Rarity = TP (R)
Type = Summon Soldier(2/1)
Cost = 1W
Artist = Adam Rex

Text(TP): <W>: Soltari Emissary gains shadow until end of turn. (This creature can block or be blocked by only creatures with shadow.)

Flavor Text: Alone at the portal, Ertai began his meditation. He realized immediately that he was not alone.

No Rulings

1.36 Soltari Foot Soldier

Soltari Foot Soldier

Color = White
Rarity = TP (C)
Type = Summon Soldier(1/1)
Cost = W
Artist = Janet Aulisio

Text(TP): Shadow (This creature can block or be blocked by only creatures with shadow.)

Flavor Text: "Children of the Ruins, raised to be warriors, know that life begins when another speaks their names."
---Soltari Tales fo Life

No Rulings

1.37 Soltari Lancer

Soltari Lancer

Color = White
Rarity = TP(C)
Type = Summon Knight(2/2)
Cost = 2W
Artist = Matthew Wilson

Text(TP): Shadow (This creature can block or be blocked by only creatures with shadow.)
First strike when attacking

Flavor Text: "In times of war the victors rarely save their best for last." ---Gerrard of the Weatherlight

No Rulings

1.38 Soltari Monk

Soltari Monk

Color = White
Rarity = TP(U)
Type = Summon Cleric(2/1)
Cost = WW
Artist = Janet Aulisio

Text(TP): Protection from black, shadow (This creature can block or be blocked by only creatures with shadow.)

Flavor Text: "Prayer rarely expains." ---Orim, Samite healer

No Rulings

1.39 Soltari Priest

Soltari Priest

Color = White
Rarity = TP(U)
Type = Summon Cleric(2/1)
Cost = WW
Artist = Janet Aulisio

Text(TP): Protection from red, shadow (This creature can block or be blocked by only creatures with shadow.)

Flavor Text: "In Rath," the priest said, "there is ever greater need for prayer."

No Rulings

1.40 Soltari Trooper

Soltari Trooper

Color = White
Rarity = TP (C)
Type = Summon Soldier(1/1)
Cost = 1W
Artist = Kev Walker

Text (TP): Shadow (This creature can block or be blocked by only creature with shadow.)
If Soltari Trooper attacks, it gets +1/+1 until end of turn.

Flavor Text: "Dauthi blood is Soltari wine." ---Soltari Tales of Life

No Rulings

1.41 Spirit Mirror

Spirit Mirror

Color = White
Rarity = TP (R)
Type = Enchantment
Cost = 2WW
Artist = D. Alexander Gregory

Text (TP): During your upkeep, if there are no Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature.
<0>: Destroy target Reflection.

Flavor Text: Flavor Text

No Rulings

1.42 Staunch Defenders

Staunch Defenders

Color = White
Rarity = TP (U)
Type = Summon Soldiers(3/4)
Cost = 3WW
Artist = Mark Poole

Text (TP): When Staunch Defenders comes into play, gain 4 life.

Flavor Text: "Hold your position! Leave doubt for dying!"
---Tahngarth of the Weatherlight

No Rulings

1.43 Talon Sliver

Talon Sliver

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

Text(TP): All Slivers gain first strike.

Flavor Text: "Keep them at sword's length!" Gerrard's order fell flat
as each sliver's talon suddenly grew longer.
"Hold on -- break out the polearms!"

No Rulings

1.44 Warmth

Warmth

Color = White
Rarity = TP (U)
Type = Enchantment
Cost = 1W
Artist = Drew Tucker

Text(TP): Whenever target opponent successfully casts a red spell, gain 2
life.

Flavor Text: "Flame grows gently with but a little distance"
---Orim, Samite healer

Rulings

1.45 Winds of Rath

Winds of Rath

Color = White
Rarity = TP (R)
Type = Sorcery
Cost = 3WW
Artist = Drew Tucker

Text(TP): Destroy all creatures with no enchantments on them. Those
creatures cannot be regenerated this turn.

Flavor Text: "There shall be a vast shout and then a vaster silence."
---Oracle en-Vec

No Rulings

1.46 Worthy Cause

Worthy Cause

Color = White
Rarity = TP(U)
Type = Instant
Cost = W
Artist = John Matson

Text (TP): Buyback 2 (You may pay an additional 2 when you play this spell.
If you do, put it into your hand instead of your graveyard as part
of the spell's effect.)
Sacrifice a creature: Gain life equal to the sacrificed creature's
toughness.

Flavor Text: Flavor Text

No Rulings
