

# **AN\_WHITE**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> AN_WHITE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	April 17, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>AN_WHITE</b>	<b>1</b>
1.1	Arabian Nights - White Cards . . . . .	1
1.2	Abu Ja'far . . . . .	1
1.3	Army of Allah . . . . .	2
1.4	Camel . . . . .	2
1.5	Eye for an Eye . . . . .	2
1.6	Jihad . . . . .	3
1.7	King Suleiman . . . . .	3
1.8	Moorish Cavalry . . . . .	4
1.9	Piety . . . . .	4
1.10	Repentant Blacksmith . . . . .	5
1.11	Shahrazad . . . . .	5
1.12	War Elephant . . . . .	5

---

# Chapter 1

## AN\_WHITE

### 1.1 Arabian Nights - White Cards

Arabian Nights - White Cards

Abu Ja'far  
Army of Allah  
Camel  
Eye for an Eye  
Jihad  
King Suleiman  
Moorish Cavalry  
Piety  
Repentant Blacksmith  
Shahrazad  
War Elephant

### 1.2 Abu Ja'far

Abu Ja'far

Color = White  
Rarity = AN(U3) / CR(U3)  
Type = Summon Leper (0/1)  
Cost = W

---

Artist = Ken Meyer Jr.

Text (CR): If Abu Ja'Far is put into the graveyard from play during combat, bury all creatures blocking or blocked by Abu Ja'Far.

Text (AN): If Abu dies without regenerating while participating in an attack or defense, all creatures Abu is blocking or being blocked by are also killed and may not regenerate.

Rulings

### 1.3 Army of Allah

Army of Allah

Color = White  
Rarity = AN(C4)  
Type = Instant  
Cost = 1WW  
Artist = Brian Snoddy

Text (AN): All attacking creatures gain +2/+0 until end of turn.

Flavor Text: "On the day of victory no one is tired."  
---Arab proverb

NO RULINGS

### 1.4 Camel

Camel

Color = White  
Rarity = AN(C5)  
Type = Summon Camel (1/1)  
Cost = W  
Artist = Sandra Everingham

Text (AN): Bands  
All creatures attacking in a band with Camel are immune to damage done by deserts.

Flavor Text: Everyone knew Walid was a pious man, for he had been blessed with many sons, many jewels, and a great many Camels.

Rulings

### 1.5 Eye for an Eye

---

Eye for an Eye

Color = White  
Rarity = AN(U3) / RV(R) / 4E(R)  
Type = Instant  
Cost = WW  
Artist = Mark Poole

Text(4E): You may cast Eye for an Eye only when a creature, spell, or effect deals damage to you. Eye for an Eye deals an equal amount of damage to the controller of that creature, spell, or effect. If another spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Text(RV): Can be cast only when a creature, spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Text(AN): Can be cast only when a creature, or spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, or spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Rulings

## 1.6 Jihad

Jihad

Color = White  
Rarity = AN(U2)  
Type = Enchantment  
Cost = WWW  
Artist = Brian Snoddy

Text(AN): Choose a color. As long as opponent has cards of this color in play, all white creatures gain +2/+1. Jihad must be discarded immediately if at any time opponent has no cards of this color in play.

Rulings

## 1.7 King Suleiman

King Suleiman

Color = White  
Rarity = AN(U2)

---

Type = Summon King (1/1)  
Cost = 1W  
Artist = Mark Poole

Text (AN): Tap to destroy a Djinn or Efreet.

Flavor Text: "We made tempestuous winds obedient to Solomon... And many of the devils We also made obedient to him."  
---The Qur'an, 21:81

Rulings

## 1.8 Moorish Cavalry

Moorish Cavalry

Color = White  
Rarity = AN(C5)  
Type = Summon Cavalry (3/3)  
Cost = 2WW  
Artist = Dameon Willich

Text (AN): Trample

Flavor Text: Members of the elite Moorish Cavalry are very particular about their mounts, choosing only those whose bloodlines have been pure for generations.

NO RULINGS

## 1.9 Piety

Piety

Color = White  
Rarity = AN(C4) / 4E(C)  
Type = Instant  
Cost = 2W  
Artist = Mark Poole

Text (4E): All blocking creatures get +0/+3 until end of turn.

Text (AN): All defending creatures gain +0/+3 until end of turn.

Flavor Text: "Whoever obeys God and His Prophet, fears God and does his duty to Him, will surely find success."  
---The Qur'an, 24:52

Rulings

---

## 1.10 Repentant Blacksmith

Repentant Blacksmith

Color = White  
Rarity = AN(U2) / CR(C3)  
Type = Summon Smith (1/2)  
Cost = 1W  
Artist = Drew Tucker

Text (CR): Protection from Red

Text (AN): Protection from Red

NO RULINGS

Flavor Text: "For my confession they burned me with fire And  
found that I was for endurance made."  
---The Arabian Nights, trans. Haddawy

## 1.11 Shahrazad

Shahrazad

Color = White  
Rarity = AN(U2)  
Type = Sorcery  
Cost = WW  
Artist = Kaja Foglio

Text (AN): Players must leave game in progress as it is and use the cards left in their libraries as decks to play a subgame of Magic. When subgame is over, players shuffle these cards, return them to libraries, and resume game in progress, with any loser of subgame halving his or her life points, rounding down. Effects that prevent damage may not be used to counter this loss of life. The subgame has no ante; using less than forty cards may be necessary.

Rulings

## 1.12 War Elephant

War Elephant

Color = White  
Rarity = AN(C4) / CR(C3)  
Type = Summon Elephant (2/2)  
Cost = 3W  
Artist = Kristen Bishop

Text (CR): Banding, trample

---



Text (AN): Trample, bands

Flavor Text: "When elephants fight it is the grass that suffers."  
---Kikuyu Proverb

NO RULINGS

---