AN_BLACK

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Contents

Chapter 1

AN_BLACK

1.1 Arabian Nights - Black Cards

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          Arabian Nights - Black Cards


     Cuombajj Witches

     El-Hajjaj

     Erg Raiders

     Guardian Beast

     Hasran Ogress

     Junun Efreet

     Juzam Djinn

     Khabal Ghoul

     Oubliette

     Sorceress Queen

     Stone-Throwing Devils
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1.2 Cuombajj Witches

```
Cuombajj Witches

Color  = Black
Rarity = AN(C4) / CR(C3)
Type   = Summon Witches (1/3)
Cost   = BB
```

```
Artist  = Kaja Foglio
```

Text(CR): <T>: Cuombajj Witches deals 1 damage to target creature or
         player. Cuombajj Witches also deals 1 damage to target creature
         or player of target opponent's choice. Choose your target first.

Text(AN): Tap to do 1 damage to any target; opponent may also do 1 damage
         to any target. You choose your target before opponent does, but
         damage is inflicted simultaneously.

   Rulings

1.3 El-Hajjaj

```
El-Hajjaj

Color  = Black
Rarity = AN(U2) / RV(R) / 4E(R)
Type   = Summon El-Hajjaj (1/1)
Cost   = 1BB
Artist = Dameon Willich
```

Text(4E): Gain 1 life for every 1 damage El-Hajjaj deals. You cannot gain
         more life in this way than the toughness of the creature or the
         total life of the player that El-Hajjaj damages.

Text(RV): You gain 1 life for every point of damage El-Hajjaj inflicts.

Text(AN): You gain 1 life for every point of damage El-Hajjaj inflicts.

   Rulings

1.4 Erg Raiders

```
Erg Raiders

Color  = Black
Rarity = AN(C5) / RV(C) / 4E(C) / 5E(C)
Type   = Summon Raiders (2/3)
Cost   = 1B
Artist = Dameon Willich (AN/RV/4E) / Stuart Griffin (5E)
```

Text(5E): At the end of your turn, Erg Raiders deals 2 damage to you if
         it did not attack this turn. Ignore this effect if Erg Raiders
         has summoning sickness.

Text(4E): If you do not attack with Erg Raiders during your turn, it deals
         2 damage to you at end of turn. Erg Raiders deals no damage to
         you the turn it comes into play on your side.

Text(RV): If you do not attack with Raiders, they do 2 damage to you at end
         of turn. Raiders do no damage to you during the turn in which

they are summoned.

Text(AN): If you do not attack with Raiders, they do 2 damage to you at end
         of turn. Raiders do no damage to you during the turn in which
         they were summoned.

  Rulings

1.5 Guardian Beast

Guardian Beast

Color = Black
Rarity = AN(U2)
Type   = Summon Guardian (2/4)
Cost   = 3B
Artist = Ken Meyer Jr.

Text(AN): As long as guardian Beast is untapped, your non-creature
         artifacts cannot be further enchanted, destroyed, or taken
         under someone else's control. If something occurs that would
         destroy the Guardian Beast and artifacts simultaneously, the
         Guardian Beast is destroyed but your artifacts are not. If an
         artifact is enchanted or stolen while Guardian Beast is tapped,
         it remains so when Guardian Beast becomes untapped.

  Rulings

1.6 Hasran Ogress

Hasran Ogress

Color = Black
Rarity = AN(C5) / CR(C3)
Type   = Summon Ogre (3/2)
Cost   = BB
Artist = Dan Frazier

Text(CR): If you declare Hasran Ogress as an attacker, pay <2> or Hasran
         Ogress deals 3 damage to you.

Text(AN): Unless you pay <2> each time Hasran Ogress attacks, Hasran Ogress
         does 3 damage to you.

  Rulings

1.7 Junun Efreet

```
Junun Efreet

Color   = Black
Rarity  = AN(U2) / 4E(U)
Type    = Summon Efreet (3/3)
Cost    = 1BB
Artist  = Christopher Rush

Text(4E): Flying
          During your upkeep, pay <BB> or bury Junun Efreet.

Text(AN): Flying
          You must pay <BB> during your upkeep or Junun Efreet is destroyed
          and may not regenerate.

   Rulings
```

1.8 Juzam Djinn

```
Juzam Djinn

Color   = Black
Rarity  = AN(U2)
Type    = Summon Djinn (5/5)
Cost    = 2BB
Artist  = Mark Tedin

Text(AN): Juzam Djinn does 1 damage to you during your upkeep.

Flavor Text: "Expect my visit when the darkness comes.
              The night I think is best for hiding all."
              ---Ouallada

 NO RULINGS
```

1.9 Khabal Ghoul

```
Khabal Ghoul

Color   = Black
Rarity  = AN(U3)
Type    = Summon Ghoul (1/1)
Cost    = 2B
Artist  = Douglas Shuler

Text(AN): At the end of each turn, put a +1/+1 counter on Khabal Ghoul for
          each other creature that died during the turn and was not
          regenerated.

   Rulings
```

1.10 Oubliette

```
Oubliette

Color   = Black
Rarity  = AN(C4)
Type    = Enchantment
Cost    = 1BB
Artist  = Douglas Shuler
```

```
Text(AN): Select a creature in play when Oubliette is cast. That creature
          is considered out of play as long as Oubliette is in play. Hence
          the creature cannot be the target of spells and cannot receive
          damage, use special powers, attack, or defend. All counters and
          enchantments on the creature remain but are also out of play. If
          Oubliette is removed, creature returns to play tapped.

   Rulings
```

1.11 Sorceress Queen

```
Sorceress Queen

Color   = Black
Rarity  = AN(U3) / RV(R) / 4E(R) / 5E(R)
Type    = Summon Sorceress (1/1)
Cost    = 1BB
Artist  = Kaja Foglio
```

```
Text(5E): <T>: Target creature other than Sorceress Queen is 0/2 until
          end of turn.

Text(4E): <T>: Target creature other than Sorceress Queen becomes 0/2
          until end of turn.

Text(RV): <T>: Make another creature 0/2 until end of turn.
          Treat this exactly as if the numbers in the lower right of
          the target card were 0/2. All special characteristics and
          enchantments on the creature are unaffected.

Text(AN): <T>: Make another creature 0/2 until end of turn.
          Treat this exactly as if the numbers in the lower right of the
          target card were 0/2. All special characteristics on the
          creature are unaffected.

   Rulings
```

1.12 Stone-Throwing Devils

```
Stone-Throwing Devils

Color   = Black
```

```
Rarity  = AN(C4)
Type    = Summon Devils (1/1)
Cost    = B
Artist  = Ken Meyer Jr.
```

Text(AN): First Strike

Flavor Text: Sometimes those with the most sin cast the first stones.

 NO RULINGS