

# **AN\_BLACK**

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**COLLABORATORS**

	<i>TITLE :</i> AN_BLACK		
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## Chapter 1

# AN\_BLACK

### 1.1 Arabian Nights - Black Cards

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

### 1.2 Cuombajj Witches

Cuombajj Witches

Color = Black

Rarity = AN(C4) / CR(C3)

Type = Summon Witches (1/3)

Cost = BB

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Artist = Kaja Foglio  
Print run = AN(124,000) / CR(4,649,000)

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  
Print run = AN(20,500) / RV(289,000) / 4E(289,000)

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)  
Type = Summon Raiders (2/3)  
Cost = 1B  
Artist = Dameon Willich  
Print run = AN(155,000) / RV(3,657,000) / 4E(3,600,000)

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.  
Print run = AN(20,500)

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  
Print run = AN(155,000) / CR(4,649,000)

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

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Junun Efreet

Color = Black  
Rarity = AN(U2) / 4E(U)  
Type = Summon Efreet (3/3)  
Cost = 1BB  
Artist = Christopher Rush  
Print run = AN(20,500) / 4E(1,060,500)

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.

NO RULINGS

## 1.8 Juzam Djinn

Juzam Djinn

Color = Black  
Rarity = AN(U2)  
Type = Summon Djinn (5/5)  
Cost = 2BB  
Artist = Mark Tedin  
Print run = AN(20,500)

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

NO RULINGS

## 1.9 Khabal Ghoul

Khabal Ghoul

Color = Black  
Rarity = AN(U3)  
Type = Summon Ghoul (1/1)  
Cost = 2B  
Artist = Douglas Shuler  
Print run = AN(31,000)

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

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## 1.10 Oubliette

Oubliette

Color = Black  
Rarity = AN(C4)  
Type = Enchantment  
Cost = 1BB  
Artist = Douglas Shuler  
Print run = AN(124,000)

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)  
Type = Summon Sorceress (1/1)  
Cost = 1BB  
Artist = Kaja Foglio  
Print run = AN(31,000) / RV(289,000) / 4E(353,500)

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)

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Type = Summon Devils (1/1)  
Cost = B  
Artist = Ken Meyer Jr.  
Print run = AN(124,000)

Text (AN): First Strike

NO RULINGS

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