

AN_WHITE

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REVISION HISTORY

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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.
Print run = AN(31,000) / CR(1,549,500)

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
Print run = AN(124,000)

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

NO RULINGS

1.4 Camel

Camel

Color = White
Rarity = AN(C5)
Type = Summon Camel (1/1)
Cost = W
Artist = Sandra Everingham
Print run = AN(155,000)

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

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
Print run = AN(31,000) / RV(289,000) / 4E(353,500)

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
Print run = AN(20,500)

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

Print run = AN(20,500)

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

Rulings

1.8 Moorish Cavalry

Moorish Cavalry

Color = White
Rarity = AN(C5)
Type = Summon Cavalry (3/3)
Cost = 2WW
Artist = Dameon Willich
Print run = AN(155,000)

Text (AN): Trample

NO RULINGS

1.9 Piety

Piety

Color = White
Rarity = AN(C4) / 4E(C)
Type = Instant
Cost = 2W
Artist = Mark Poole
Print run = AN(124,000) / 4E(3,600,000)

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

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

Rulings

1.10 Repentant Blacksmith

Repentant Blacksmith

Color = White
Rarity = AN(U2) / CR(C3)
Type = Summon Smith (1/2)
Cost = 1W
Artist = Drew Tucker
Print run = AN(20,500) / CR(4,649,000)

Text (CR): Protection from Red

Text (AN): Protection from Red

NO RULINGS

1.11 Shahrazad

Shahrazad

Color = White
Rarity = AN(U2)
Type = Sorcery
Cost = WW
Artist = Kaja Foglio
Print run = AN(20,500)

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

Text (CR): Banding, trample

Text (AN): Trample, bands

NO RULINGS
