

AN_BLACK

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> AN_BLACK		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	April 18, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	AN_BLACK	1
1.1	Arabian Nights - Black Cards	1
1.2	Cuombajj Witches	1
1.3	El-Hajjaj	2
1.4	Erg Raiders	2
1.5	Guardian Beast	3
1.6	Hasran Ogress	3
1.7	Junun Efreet	3
1.8	Juzam Djinn	4
1.9	Khabal Ghoul	4
1.10	Oubliette	5
1.11	Sorceress Queen	5
1.12	Stone-Throwing Devils	5

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

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
