

# **AN\_GREEN**

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**COLLABORATORS**

	<i>TITLE :</i> AN_GREEN		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>AN_GREEN</b>	<b>1</b>
1.1	Arabian Nights - Green Cards . . . . .	1
1.2	Cyclone . . . . .	1
1.3	Desert Twister . . . . .	2
1.4	Drop of Honey . . . . .	2
1.5	Erhnam Djinn . . . . .	3
1.6	Ghazban Ogre . . . . .	3
1.7	Ifh-Biff Efreet . . . . .	3
1.8	Metamorphosis . . . . .	4
1.9	Nafs Asp . . . . .	4
1.10	Sandstorm . . . . .	5
1.11	Singing Tree . . . . .	5
1.12	Wyluli Wolf . . . . .	5

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## Chapter 1

# AN\_GREEN

### 1.1 Arabian Nights - Green Cards

Arabian Nights - Green Cards

Cyclone  
Desert Twister  
Drop of Honey  
Erhnam Djinn  
Ghazban Ogre  
Ifh-Biff Efreet  
Metamorphosis  
Nafs Asp  
Sandstorm  
Singing Tree  
Wyluli Wolf

### 1.2 Cyclone

Cyclone

Color = Green  
Rarity = AN(U3) / CR(U1)  
Type = Enchantment  
Cost = 2GG

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Artist = Mark Tedin  
Print run = AN(31,000) / CR(516,500)

Text (CR): At beginning of your upkeep, put a wind counter on Cyclone. During your upkeep, pay <G> for each wind counter on Cyclone or bury Cyclone. If you pay, Cyclone deals 1 damage to each player and each creature for each wind counter on it.

Text (AN): Put one chip on cyclone each round during your upkeep, then pay <G> for each chip or discard Cyclone. If not discarded, Cyclone immediately does 1 damage per chip to each player and each creature in play.

Rulings

### 1.3 Desert Twister

Desert Twister

Color = Green  
Rarity = AN(U3) / RV(U) / 4E(U)  
Type = Sorcery  
Cost = 4GG  
Artist = Susan van Camp  
Print run = AN(31,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): Destroy target permanent.

Text (RV): Destroy any card in play.

Text (AN): Destroy any card in play.

Rulings

### 1.4 Drop of Honey

Drop of Honey

Color = Green  
Rarity = AN(U2)  
Type = Enchantment  
Cost = G  
Artist = Anson Maddocks  
Print run = AN(20,500)

Text (AN): During your upkeep, the creature in play with the lowest power is destroyed and cannot be regenerated. If there is a tie you choose which to destroy. Drop of honey must be discarded if there are no creatures in play.

Rulings

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## 1.5 Erhnam Djinn

Erhnam Djinn

Color = Green  
Rarity = AN(U2) / CR(U3)  
Type = Summon Djinn (4/5)  
Cost = 3G  
Artist = Ken Meyer Jr.  
Print run = AN(20,500) / CR(1,549,500)

Text (CR): During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Text (AN): During your upkeep, you must choose one of opponent's non-wall creatures in play. Until your next upkeep, that creature gains the forestwalk ability. If opponent has no creatures, ignore this effect.

Rulings

## 1.6 Ghazban Ogre

Ghazban Ogre

Color = Green  
Rarity = AN(C4) / CR(C3)  
Type = Summon Ogre (2/2)  
Cost = G  
Artist = Jesper Myrfors  
Print run = AN(124,000) / CR(4,649,000)

Text (CR): During your upkeep, the player with the most life gains control of Ghazban Ogre. If the highest life total is shared by more than one player, the player currently controlling Ghazban Ogre retains control of it.

Text (AN): During its current controller's upkeep, the player with the highest life total takes control of Ghazban Ogre.

Rulings

## 1.7 Ifh-Biff Efreet

Ifh-Biff Efreet

Color = Green  
Rarity = AN(U2)  
Type = Summon Efreet (3/3)  
Cost = 2GG  
Artist = Jesper Myrfors

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Print run = AN(20,500)

Text (AN): Flying.

While Ifh-Biff Efreet is in play, any player can pay <G> to have Ifh-Biff Efreet do 1 damage to each player and each flying creature in play. This ability does not tap the Ifh-Biff Efreet, and can be used as soon as it is successfully summoned.

Rulings

## 1.8 Metamorphosis

Metamorphosis

Color = Green

Rarity = AN(C4) / CR(C3)

Type = Sorcery

Cost = G

Artist = Christopher Rush

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

Text (CR): Sacrifice a creature to add an amount of mana equal to its casting cost plus one to your mana pool. This mana may be of any one color. Use this mana only to cast summon spells.

Text (AN): Sacrifice a creature of yours in play for an amount of mana equal to its casting cost plus 1. This mana can be of any one color, and can only be used to summon creatures.

Rulings

## 1.9 Nafs Asp

Nafs Asp

Color = Green

Rarity = AN(C5) / 4E(C)

Type = Summon Asp (1/1)

Cost = G

Artist = Christopher Rush

Print run = AN(155,000) / 4E(3,600,000)

Text (4E): If Nafs Asp damages a player, it also deals 1 damage to that player during his or her next draw phase. Before then, the player may pay <1> to prevent this damage.

Text (AN): If asp inflicts any damage on your opponent, your opponent must spend <1> before the draw phase of his or her next turn or lose an additional 1 life.

Rulings

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## 1.10 Sandstorm

Sandstorm

Color = Green  
Rarity = AN(C4) / 4E(C)  
Type = Instant  
Cost = G  
Artist = Brian Snoddy  
Print run = AN(124,000) / 4E(3,600,000)

Text (4E): Sandstorm deals 1 damage to all attacking creatures.

Text (AN): All attacking creatures suffer 1 damage.

Flavor Text: Even the landscape turned against Sarsour, first rising up and pelting him, then rearranging itself so he could no longer find his way.

Rulings

## 1.11 Singing Tree

Singing Tree

Color = Green  
Rarity = AN(U2)  
Type = Summon Singing Tree (0/3)  
Cost = 3G  
Artist = Rob Alexander  
Print run = AN(20,500)

Text (AN): Tap to reduce an attacking creature's power to 0.

Rulings

## 1.12 Wyluli Wolf

Wyluli Wolf

Color = Green  
Rarity = AN(C5)  
Type = Summon Wolf (1/1)  
Cost = 1G  
Artist = Susan van Camp  
Print run = AN(155,000)

Text (AN): Tap to give any creature in play +1/+1 until end of turn.

Flavor Text: "When one wolf calls, others follow. Who wants to fight creatures that eat scorpions ?"  
---Maimun al-Wyluli, Diary



NO RULINGS

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