AN_RED

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	TITLE : AN_RED		
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              Arabian Nights - Red Cards


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```

1.2   Aladdin

```
Aladdin

Color     = Red
Rarity    = AN(U2) / CR(U1)
Type      = Summon Aladdin (1/1)
Cost      = 2RR
```

```
Artist    = Julie Baroh
Print run = AN(20,500) / CR(516,500)
```

```
Text(CR): <1RRT>:  Gain control of target artifact.  Lose control of target
          artifact  if  Aladdin  leaves  play  or  if  you  lose control of
          Aladdin.
```

```
Text(AN): <1RR>  and  tap  to  take  control  of an artifact from opponent.
          Artifact  is  returned  when Aladdin is removed from play or when
          game ends.
```

    Rulings

1.3 Ali Baba

```
Ali Baba
```

```
Color     = Red
Rarity    = AN(U3) / 4E(U)
Type      = Summon Ali Baba (1/1)
Cost      = R
Artist    = Julie Baroh
Print run = AN(31,000) / 4E(1,060,500)
```

```
Text(4E): <R>: Tap target wall.
```

```
Text(AN): <R>: Tap a wall.
```

```
Flavor Text: "When he reached the entrance of the cavern, he pronounced
             the words, 'Open, Sesame!'"
             ---The Arabian Nights, Junior Classics trans.
```

    Rulings

1.4 Ali from Cairo

```
Ali from Cairo
```

```
Color     = Red
Rarity    = AN(U2)
Type      = Summon Ali from Cairo (0/1)
Cost      = 2RR
Artist    = Mark Poole
Print run = AN(20,500)
```

```
Text(AN): While Ali is in play, damage that would reduce you to less than 1
          life lowers you to 1 life.  All further damage is prevented.
```

    Rulings

1.5   Bird Maiden

```
Bird Maiden

Color     = Red
Rarity    = AN(C4) / 4E(C)
Type      = Summon Bird Maiden (1/2)
Cost      = 2R
Artist    = Kaja Foglio
Print run = AN(124,000) / 4E(3,600,000)

Text(4E): Flying

Text(AN): Flying

Flavor Text: "Four things that never meet do here unite To shed my blood
             and to ravage my heart, A radiant brow and tresses that
             beguile And rosy cheeks and a glittering smile."
             ---The Arabian Nights, trans. Haddawy

  NO RULINGS
```

1.6   Desert Nomads

```
Desert Nomads

Color     = Red
Rarity    = AN(C4)
Type      = Summon Nomads (2/2)
Cost      = 2R
Artist    = Christopher Rush
Print run = AN(124,000)

Text(AN): Desertwalk
          Desert Nomads are immune to damage done by deserts.

  NO RULINGS
```

1.7   Hurr Jackal

```
Hurr Jackal

Color     = Red
Rarity    = AN(C4) / 4E(R)
Type      = Summon Jackal (1/1)
Cost      = R
Artist    = Drew Tucker
Print run = AN(124,000) / 4E(353,500)

Text(4E): <T>: Target creature cannot regenerate this turn.

Text(AN): Tap  to  prevent  a  target  creature  from  regenerating for the
```

```
                    remainder of the turn.
```

  Rulings

1.8 Kird Ape

```
Kird Ape

Color     = Red
Rarity    = AN(C5) / RV(C)
Type      = Summon Ape (1/1)
Cost      = R
Artist    = Ken Meyer Jr.
Print run = AN(155,000) / RV(3,657,000)

Text(RV): While controller has forests in play, Kird Ape gains +1/+2.

Text(AN): Kird Ape gains +1/+2 if you have any forests in play.
```

 NO RULINGS

1.9 Magnetic Mountain

```
Magnetic Mountain

Color     = Red
Rarity    = AN(U3) / RV(R) / 4E(R)
Type      = Enchantment
Cost      = 1RR
Artist    = Susan van Camp
Print run = AN(31,000) / RV(289,000) / 4E(353,500)

Text(4E): Blue  creatures  do  not  untap  during  their controllers' untap
          phase.   During his or har upkeep, a player may pay an additional
          <4> to untap a blue creature he or she controls.

Text(RV): Blue  creatures  do  not  untap  as  normal. During their upkeep
          phases,  players  must spend <4> for each blue creature they wish
          to  untap.  This cost must be paid in addition to any other untap
          cost a given blue creature may already require.

Text(AN): Blue  creatures  do  not  untap  as  normal.  During their untap
          phases,  players  must spend <4> for each blue creature they wish
          to  untap.  This cost must be paid in addition to any other untap
          cost a given blue creature may already require.
```

 NO RULINGS

1.10 Mijae Djinn

```
Mijae Djinn

Color     = Red
Rarity    = AN(U2) / RV(R)
Type      = Summon Djinn (6/3)
Cost      = RRR
Artist    = Susan van Camp
Print run = AN(20,500) / RV(289,000)
```

Text(RV): If you choose to attack with Mijae Djinn, flip a coin immediately
          after attack is announced; opponent calls heads or tails while
          coin is in the air. If the flip ends up in the opponent's favor,
          Mijae Djinn is tapped but does not attack.

Text(AN): If you choose to attack with Mijae Djinn, flip a coin immediately
          after attack is announced; opponent calls heads or tails while
          coin is in the air. If the flip ends up in the opponent's favor,
          Mijae Djinn is tapped but does not attack.

   Rulings

1.11 Rukh Egg

```
Rukh Egg

Color     = Red
Rarity    = AN(C4)
Type      = Summon Egg (0/2)
Cost      = 3R
Artist    = Christopher Rush
Print run = AN(124,000)
```

Text(AN): If Rukh Egg goes to the graveyard, a Rukh -- a 4/4 red flying
          creature -- comes into play on your side at the end of that turn.
          Use a counter to represent Rukh. Rukh is treated exactly like a
          normal creature except that if it leaves play it is removed from
          play entirely.

   Rulings

1.12 Ydwen Efreet

```
Ydwen Efreet

Color     = Red
Rarity    = AN(U2)
Type      = Summon Efreet (3/6)
Cost      = RRR
Artist    = Drew Tucker
Print run = AN(20,500)
```

Text(AN): If you choose to block with Ydwen Efreet, flip a coin immediately
         after defense is announced; opponent calls heads or tails while
         coin is in the air. If the flip ends up in opponent's favor,
         Ydwen Efreet cannot block this turn.

   Rulings