

AN_BLUE

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> AN_BLUE		
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WRITTEN BY	Tom de Ruyter	February 12, 2023	

REVISION HISTORY

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Chapter 1

AN_BLUE

1.1 Arabian Nights - Blue Cards

Arabian Nights - Blue Cards

Dandan
Fishliver Oil
Flying Men
Giant Tortoise
Island Fish Jasconius
Merchant Ship
Old Man of the Sea
Serendib Djinn
Serendib Efreet
Sinbad
Unstable Mutation

1.2 Dandan

Dandan

Color = Blue
Rarity = AN(C4) / CR(C3)
Type = Summon Dandan (4/1)
Cost = UU

Artist = Drew Tucker

Text (CR): Cannot attack if defending player controls no islands. If at any time you control no islands, bury Dandan.

Text (AN): Dandan cannot attack unless opponent has islands in play. Dandan is destroyed immediately if at any time you have no islands in play.

Rulings

1.3 Fishliver Oil

Fishliver Oil

Color = Blue

Rarity = AN(C4) / CR(C3)

Type = Enchant Creature

Cost = 1U

Artist = Anson Maddocks

Text (CR): Target creature gains islandwalk.

Text (AN): Target creature gains islandwalk ability.

Flavor Text: Then the maiden bade him cast off his robes and cover his body with fishliver oil, that he might safely follow her into the sea.

NO RULINGS

1.4 Flying Men

Flying Men

Color = Blue

Rarity = AN(C5)

Type = Summon Flying Men (1/1)

Cost = U

Artist = Christopher Rush

Text (AN): Flying

Flavor Text: Saffiyah clapped her hands and twenty flying men appeared at her side, each well trained in the art of combat.

NO RULINGS

1.5 Giant Tortoise

Giant Tortoise

Color = Blue
Rarity = AN(C4) / 4E(C)
Type = Summon Tortoise (1/1)
Cost = 1U
Artist = Kaja Foglio

Text (4E): Giant Tortoise gets +0/+3 while untapped.

Text (AN): Giant Tortoise gains +0/+3 while untapped.

NO RULINGS

1.6 Island Fish Jasconius

Island Fish Jasconius

Color = Blue
Rarity = AN(U2) / RV(R) / 4E(R)
Type = Summon Island Fish (6/8)
Cost = 4UUU
Artist = Jesper Myrfors

Text (4E): Does not untap during your untap phase. Cannot attack if defending player controls no islands. If at any time you control no islands, bury Island Fish Jasconius.
<UUU>: Untap Island Fish. Use this ability only during your upkeep.

Text (RV): You must pay <UUU> during your upkeep phase to untap Island Fish. Island Fish cannot attack unless opponent has islands in play. Island Fish is destroyed immediately if at any time you have no islands in play.

Text (AN): You must pay <UUU> during your untap phase to untap Island Fish. Island Fish cannot attack unless opponent has islands in play. Island Fish is destroyed immediately if at any time you have no islands in play.

Rulings

1.7 Merchant Ship

Merchant Ship

Color = Blue
Rarity = AN(U3)
Type = Summon Ship (0/2)
Cost = U
Artist = Tom Wanerstrand

Text (AN): If Merchant Ship attacks and is not blocked, you gain 2 life.
Merchant Ship cannot attack unless opponent has islands in play.
Merchant Ship is destroyed immediately if at any time you have no islands in play.

Rulings

1.8 Old Man of the Sea

Old Man of the Sea

Color = Blue
Rarity = AN(U2)
Type = Summon Marid (2/3)
Cost = 1UU
Artist = Susan van Camp

Text (AN): Tap to gain control of a creature with power no greater than Old Man's power. If Old Man becomes untapped, you lose control of this creature; you may choose not to untap Old Man as normal. You also lose control of the creature if Old Man dies or if the creature's power becomes greater than Old Man's.

Rulings

1.9 Serendib Djinn

Serendib Djinn

Color = Blue
Rarity = AN(U2)
Type = Summon Djinn (5/6)
Cost = 2UU
Artist = Anson Maddocks

Text (AN): Flying
During your upkeep, you must choose one of your own lands and destroy it. If you destroy an island in this manner, Serendib Djinn does 3 damage to you. Serendib Djinn is destroyed immediately if at any time you have no land in play.

Rulings

1.10 Serendib Efreet

Serendib Efreet

Color = Blue
Rarity = AN(U2) / RV(R)

Type = Summon Efreet (3/4)
Cost = 2U
Artist = Anson Maddocks

Text (RV): Flying
Serendib Efreet does 1 damage to you during your upkeep.

Text (AN): Flying
Serendib Efreet does 1 damage to you during your upkeep.

Rulings

1.11 Sindbad

Sindbad

Color = Blue
Rarity = AN(U3) / 4E(U)
Type = Summon Sindbad (1/1)
Cost = 1U
Artist = Julie Baroh

Text (4E): <T>: Draw a card. If it is not a land, discard it.

Text (AN): Tap to draw a card from your library, but discard that card if it is not a land.

Rulings

1.12 Unstable Mutation

Unstable Mutation

Color = Blue
Rarity = AN(C5) / RV(C) / 4E(C)
Type = Enchant Creature
Cost = U
Artist = Douglas Shuler

Text (4E): Target creature gets +3/+3. During each of its controller's upkeeps, put a -1/-1 counter on the creature. These counters remain even if Unstable Mutation is removed.

Text (RV): Target creature gains +3/+3. During the upkeep phase of each of its controller's turns, put a -1/-1 counter on the creature. These counters remain even if this enchantment is removed before the creature dies.

Text (AN): Target creature gains +3/+3. Each round, put a -1/-1 counter on the creature during its controller's upkeep. These counters remain even if this enchantment is removed before the creature dies.

Rulings
