

# **AN\_ARTIFACT**

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**COLLABORATORS**

	<i>TITLE :</i> AN_ARTIFACT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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## Chapter 1

# AN\_ARTIFACT

### 1.1 Arabian Nights - Artifact Cards

Arabian Nights - Artifact Cards

Aladdin's Lamp

Aladdin's Ring

Bottle of Suleiman

Brass Man

City in a Bottle

Dancing Scimitar

Ebony Horse

Flying Carpet

Jandor's Ring

Jandor's Saddlebags

Jeweled Bird

Pyramids

Ring of Ma'ruf

Sandals of Abdallah

### 1.2 Aladdin's Lamp

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### Aladdin's Lamp

Color = Colorless  
Rarity = AN(U2) / RV(R) / 4E(R)  
Type = Artifact  
Cost = 10  
Artist = Mark Tedin

Text (4E): <XT>: Instead of drawing a card from the top of your library, draw X cards but choose only one to put into your hand. Shuffle the leftover cards and put them at the bottom of your library. X cannot be 0.

Text (RV): <XT>: Instead of drawing a card from the top of your library, draw X cards but choose only one to put in your hand. You must shuffle the leftover cards and put them at the bottom of your library.

Text (AN): <XT>: Instead of drawing a card from the top of your library, draw X cards but choose only one to put in your hand. You must shuffle the leftover cards and put them at the bottom of your library.

#### Rulings

## 1.3 Aladdin's Ring

### Aladdin's Ring

Color = Colorless  
Rarity = AN(U2) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 8  
Artist = Dan Frazier / Stuart Griffin (5E)

Text (5E): <8T>: Aladdin's Ring deals 4 damage to target creature or player.

Text (4E): <8T>: Aladdin's Ring deals 4 damage to target creature or player.

Text (RV): <8T>: Aladdin's Ring does 4 damage to any target.

Text (AN): <8T>: Do 4 damage to any target.

Flavor Text: "After these words the magician drew a ring off his finger, and put it on one of Aladdin's, saying: 'It is a talisman against all evil, so long as you obey me.'"  
---The Arabian Nights, Junior Classics trans.

NO RULINGS

## 1.4 Bottle of Suleiman

Bottle of Suleiman

Color = Colorless  
Rarity = AN(U2) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 4  
Artist = Jesper Myfors / DiTerlizzi (5E)

Text (5E): <1>: Sacrifice Bottle of Suleiman: Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in opponent's favor, Bottle of Suleiman deals 5 damage to you. Otherwise, put a Djinn token into play. Treat this token as a 5/5 artifact creature with flying.

Text (4E): <1>: Sacrifice Bottle of Suleiman. Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in opponent's favor, Bottle of Suleiman deals 5 damage to you. Otherwise, put a Djinn token into play. Treat this token as a 5/5 artifact creature with flying.

Text (RV): <1>: Flip a coin, with opponent calling heads or tails while coin is in the air. If the flip ends up in opponent's favor, Bottle of Suleiman does 5 damage to you. Otherwise, a 5/5 flying Djinn immediately comes into play on your side. Use a counter to represent Djinn. Djinn is treated exactly like a normal artifact creature, except that if it leaves play it is removed from the game entirely. No matter how the flip turns out, Bottle of Suleiman is discarded after use.

Text (AN): <1>: Flip a coin, with opponent calling heads or tails while coin is in the air. If the flip ends up in opponent's favor, Bottle of Suleiman does 5 damage to you. Otherwise, a 5/5 flying Djinn immediately comes into play on your side. Use a counter to represent Djinn. Djinn is treated exactly like a normal artifact creature, except that if it leaves play it is removed from the game entirely. No matter how the flip turns out, Bottle of Suleiman is discarded after use.

Rulings

## 1.5 Brass Man

Brass Man

Color = Colorless  
Rarity = AN(U3) / RV(U) / 4E(U)  
Type = Artifact Creature (1/3)  
Cost = 1  
Artist = Christopher Rush

Text (4E): Brass Man does not untap during your untap phase.  
<1>: Untap Brass Man. Use this ability only during your upkeep.

Text (RV): Brass Man does not untap as normal; you must pay <1> during your

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upkeep phase to untap it.

Text (AN): Brass Man does not untap as normal; you must pay <1> during your untap phase to untap it.

Rulings

## 1.6 City in a Bottle

City in a Bottle

Color = Colorless  
Rarity = AN(U2)  
Type = Artifact  
Cost = 2  
Artist = Drew Tucker

Text (AN): All cards from Arabian Nights must be discarded from play, except for City in a Bottle. While City in a Bottle is in play, no further cards from Arabian Nights can be played.

Rulings

## 1.7 Dancing Scimitar

Dancing Scimitar

Color = Colorless  
Rarity = AN(U2) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact Creature (1/5)  
Cost = 4  
Artist = Anson Maddocks

Text (5E): Flying

Text (4E): Flying

Text (RV): Flying

Text (AN): Flying

Flavor Text: Bobbing merrily from opponent to opponent, the scimitar began adding playful little flourishes to its strokes; it even turned a couple of somersaults.

NO RULINGS

## 1.8 Ebony Horse

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## Ebony Horse

Color = Colorless  
Rarity = AN(U2) / RV(R) / 4E(R)  
Type = Artifact  
Cost = 3  
Artist = Dameon Willich

Text (4E): <2T>: Untap target attacking creature you control. That creature neither receives nor deals damage during combat this turn.

Text (RV): <2T>: Remove one of your attacking creatures from combat. Treat this as if the creature never attacked, except that defenders assigned to block it cannot choose to block another creature.

Text (AN): <2T>: Remove one of your attacking creatures from combat. Treat this as if the creature never attacked, except that defenders assigned to block it cannot choose to block another creature.

### Rulings

## 1.9 Flying Carpet

### Flying Carpet

Color = Colorless  
Rarity = AN(U3) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 4  
Artist = Mark Tedin

Text (5E): <2T>: Target creature gains flying until end of turn. If that creature is put into any graveyard this turn, bury Flying Carpet.

Text (4E): <2T>: Target creature gains flying until end of turn. If that creature is put into the graveyard before end of turn, destroy Flying Carpet.

Text (RV): <2T>: Gives one creature flying ability until end of turn. If that creature is destroyed before end of turn, so is Flying Carpet.

Text (AN): <2T>: Gives one creature flying ability until end of turn. If that creature is destroyed before end of turn, so is Flying Carpet.

### Rulings

## 1.10 Jandor's Ring

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### Jandor's Ring

Color = Colorless  
Rarity = AN(U2) / RV(R)  
Type = Artifact  
Cost = 6  
Artist = Dan Frazier

Text (RV): <2T>: Discard a card you just drew from your library, and draw another card to replace it.

Text (AN): <2T>: Discard a card you just drew from your library, and draw another card to replace it.

Rulings

## 1.11 Jandor's Saddlebags

### Jandor's Saddlebags

Color = Colorless  
Rarity = AN(U2) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 2  
Artist = Dameon Willich / Roger Raupp (5E)

Text (5E): <3T>: Untap target creature.

Text (4E): <3T>: Untap a creature.

Text (RV): <3T>: Untap a creature.

Text (AN): <3T>: Untap a creature.

Flavor Text: Each day of their journey, Jandor opened the saddlebags and found them full of mutton, quinces, cheese, date rolls, wine, and all manner of delicious and satisfying foods.

NO RULINGS

## 1.12 Jeweled Bird

### Jeweled Bird

Color = Colorless  
Rarity = AN(U3) / CR(U1)  
Type = Artifact  
Cost = 1  
Artist = Amy Weber

Text (CR): Remove Jeweled Bird from your deck before playing if not playing

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for ante. <T>: Draw a card. Put your contribution to the ante into your graveyard and replace it with Jeweled Bird.

Text (AN): <T>: Draw a card, and exchange Jeweled Bird for your contribution to the ante. Your former contribution goes to your graveyard. Remove this card from your deck before playing if you are not playing for ante.

Rulings

## 1.13 Pyramids

Pyramids

Color = Colorless  
Rarity = AN(U2)  
Type = Artifact  
Cost = 6  
Artist = Amy Weber

Text (AN): <2>: Prevents a land from being destroyed, or removes an enchantment from any land.

Rulings

## 1.14 Ring of Ma'ruf

Ring of Ma'ruf

Color = Colorless  
Rarity = AN(U2)  
Type = Artifact  
Cost = 5  
Artist = Dan Frazier

Text (AN): <5T>: Instead of drawing a card from the top of your library, select one of your cards from OUTSIDE THE GAME. This card can be any card you have that you're not using in your deck or that for some reason has left the game. Ring of Ma'ruf is removed from the game entirely after use.

Rulings

## 1.15 Sandals of Abdallah

Sandals of Abdallah

Color = Colorless  
Rarity = AN(U3)  
Type = Artifact

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Cost = 4

Artist = Dan Frazier

Text (AN): <2T>: Gives one creature islandwalk until end of turn. If that creature is destroyed before end of turn, so are Sandals.

Rulings

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