AN_GREEN

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          Arabian Nights - Green Cards

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```

1.2 Cyclone

```
Cyclone

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

Artist = Mark Tedin

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) / 5E(U)
Type   = Sorcery
Cost   = 4GG
Artist = Susan van Camp

Text(5E): Destroy target permanent.

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

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

1.5   Erhnam Djinn

```
Erhnam Djinn

Color  = Green
Rarity = AN(U2) / CR(U3)
Type   = Summon Djinn (4/5)
Cost   = 3G
Artist = Ken Meyer Jr.
```

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) / 5E(C)
Type   = Summon Ogre (2/2)
Cost   = G
Artist = Jesper Myrfors (AN/CR) / Mike Raabe (5E)
```

Text(5E): During your upkeep, if a player has more life than any other,
          he or she gains control of Ghazban Ogre.

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
```

```
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
```

```
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
```

```
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

1.10   Sandstorm

```
Sandstorm

Color  = Green
Rarity = AN(C4) / 4E(C) / MI(C)
Type   = Instant
Cost   = G
Artist = Brian Snoddy (AN) / Mike Kimble (MI)

NOTE: The Mirage card has different artwork. It also has
      different Flavor Text added to the card's text.

Text(MI): Sandstorm deals 1 damage to each attacking creature.

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

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

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

Flavor Text(MI): Better to fight the sand for a few hours
                 than to sleep beneath it forever.
                 ---Suq'Ata truism
```

   Rulings

1.11   Singing Tree

```
Singing Tree

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

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

   Rulings

1.12   Wyluli Wolf

```
Wyluli Wolf

Color  = Green
Rarity = AN(C5) / 5E(R)
Type   = Summon Wolf (1/1)
Cost   = 1G
Artist = Susan van Camp
```

Text(5E): <T>: Target creature gets +1/+1 until end of turn.

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