

AN_RED

Tom de Ruyter

COLLABORATORS

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| | <i>TITLE :</i> AN_RED | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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REVISION HISTORY

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Chapter 1

AN_RED

1.1 Arabian Nights - Red Cards

Arabian Nights - Red Cards

Aladdin
Ali Baba
Ali from Cairo
Bird Maiden
Desert Nomads
Hurr Jackal
Kird Ape
Magnetic Mountain
Mijae Djinn
Rukh Egg
Ydwen Efreet

1.2 Aladdin

Aladdin

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

Artist = Julie Baroh

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

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

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

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

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

Rulings

1.7 Hurr Jackal

Hurr Jackal

Color = Red
Rarity = AN(C4) / 4E(R)
Type = Summon Jackal (1/1)
Cost = R
Artist = Drew Tucker

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.

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.

Rulings

1.9 Magnetic Mountain

Magnetic Mountain

Color = Red
Rarity = AN(U3) / RV(R) / 4E(R)
Type = Enchantment
Cost = 1RR
Artist = Susan van Camp

Text(4E): Blue creatures do not untap during their controllers' untap phase. During his or her 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

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

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

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
