AN_ARTIFACT

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COLLABORATORS			
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Contents

Chapter 1

AN_ARTIFACT

1.1 Arabian Nights - Artifact Cards

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            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

```
Aladdin's Lamp

Color     = Colorless
Rarity    = AN(U2) / RV(R) / 4E(R)
Type      = Artifact
Cost      = 10
Artist    = Mark Tedin
Print run = AN(20,500) / RV(289,000) / 4E(353,500)

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)
Type      = Artifact
Cost      = 8
Artist    = Dan Frazier
Print run = AN(20,500) / RV(289,000) / 4E(353,500)

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.

 NO RULINGS
```

1.4 Bottle of Suleiman

```
Bottle of Suleiman

Color     = Colorless
Rarity    = AN(U2) / RV(R) / 4E(R)
```

```
Type      = Artifact
Cost      = 4
Artist    = Jesper Myfors
Print run = AN(20,500) / RV(289,000) / 4E(353,500)
```

```
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
Print run = AN(31,000) / RV(1,012,000) / 4E(1,060,500)
```

```
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
          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
Print run = AN(20,500)

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)
Type      = Artifact Creature (1/5)
Cost      = 4
Artist    = Anson Maddocks
Print run = AN(20,500) / RV(289,000) / 4E(353,500)

Text(4E): Flying

Text(RV): Flying

Text(AN): Flying

 NO RULINGS
```

1.8   Ebony Horse

```
Ebony Horse

Color     = Colorless
Rarity    = AN(U2) / RV(R) / 4E(R)
Type      = Artifact
Cost      = 3
Artist    = Dameon Willich
Print run = AN(20,500) / RV(289,000) / 4E(353,500)

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)
Type      = Artifact
Cost      = 4
Artist    = Mark Tedin
Print run = AN(31,000) / RV(289,000) / 4E(353,500)
```

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

```
Jandor's Ring

Color     = Colorless
Rarity    = AN(U2) / RV(R)
Type      = Artifact
Cost      = 6
Artist    = Dan Frazier
Print run = AN(20,500) / RV(289,000)
```

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)
Type      = Artifact
Cost      = 2
Artist    = Dameon Willich
Print run = AN(20,500) / RV(289,000) / 4E(353,500)

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

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

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

 NO RULINGS

1.12   Jeweled Bird

```
Jeweled Bird

Color     = Colorless
Rarity    = AN(U3) / CR(U1)
Type      = Artifact
Cost      = 1
Artist    = Amy Weber
Print run = AN(31,000) / CR(515,600)

Text(CR): Remove  Jeweled Bird from your deck before playing if not playing
          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
Print run = AN(20,500)
```

```
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
Print run = AN(20,500)

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
Cost      = 4
Artist    = Dan Frazier
Print run = AN(31,000)

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

   Rulings