AN_BLUE

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            Arabian Nights - Blue Cards


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```

1.2 Dandan

```
Dandan

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

```
Artist    = Drew Tucker
Print run = AN(124,000) / CR(4,649,000)

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
Print run = AN(124,000) / CR(4,649,000)

Text(CR): Target creature gains islandwalk.

Text(AN): Target creature gains islandwalk ability.
```

 NO RULINGS

1.4 Flying Men

```
Flying Men

Color     = Blue
Rarity    = AN(C5)
Type      = Summon Flying Men (1/1)
Cost      = U
Artist    = Christopher Rush
Print run = AN(155,000)

Text(AN): Flying
```

 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
Print run = AN(124,000) / 4E(3,600,000)
```

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
Print run = AN(20,500) / RV(289,000) / 4E(353,500)
```

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
Print run = AN(31,000)
```

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
Print run = AN(20,500)

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
Print run = AN(20,500)

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
Print run = AN(20,500) / RV(289,000)
```

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
Print run = AN(U3) / 4E(1,060,500)
```

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
Print run = AN(155,000) / RV(3,657,000) / 4E(3,600,000)
```

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