

Arabian Nights

Expansion set for Magic: The Gathering

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 Comments, questions and other issues can be directed to the author at: dangelo@crystalkeep.com

Key:

Uncommon cards are shown in bold text.
 Common cards are shown in normal text.
 Desert Land cards are shown in normal text.

There are 3 common cards for each uncommon card.
 The numbers next to the name indicate the relative frequency of a card within its group (common/uncommon).
 The Mountain is actually from the common group but occurs with the same frequency as an uncommon, so it is listed as one.

Slashed values indicate *Dark / Light* versions of cards.
 Dark versions have dark-gray behind colorless mana numbers or an orangish tint to the black mana symbol.
 Light versions have light-gray behind colorless mana numbers or a light-gray tint to the black mana symbol.

Land:

Card Name	Spell Type	Ability
Desert ^{c11}	Land	Tap for 1 colorless mana -or- Tap to do 1 point of damage to any attacking creature after it deals damage.
Bazaar of Baghdad ^{u3}	Land	Tap to take 2 cards from your library but discard 3 cards from your hand.
City of Brass ^{u3}	Land	Tap for 1 mana of any color; Take 1 damage when City is tapped.
Diamond Valley ^{u2}	Land	Tap to sacrifice a creature and gain life equal to its toughness.
Elephant Graveyard ^{u2}	Land	Tap for 1 colorless mana -or- Tap to regenerate an Elephant or Mammoth.
Island of Wak-Wak ^{u2}	Land	Tap to change power of one flying creature to 0 until end of turn.
Library of Alexandria ^{u3}	Land	Tap for 1 colorless mana -or- Tap to draw one card from library, you must already have exactly 7 cards in your hand.
Mountain ^{c1}	Land	Tap for 1 Red mana.
Oasis ^{u4}	Land	Tap to prevent one damage to any creature.

Artifacts:

Card Name	Spell Type	Cost	Ability
Aladdin's Lamp u2	Mono Artifact	10	Instead of drawing in draw phase, draw X cards and keep only one (X).
Aladdin's Ring u2	Mono Artifact	8	4 dmg to any target (8)
Bottle of Suleiman u2	Mono Artifact	4	Flip coin and take 5 dmg or get 5/5 Flying Djinn token creature (1 + sacrifice Bottle)
Brass Man u3	Artifact Creature	1	1/3, Pay 1 to untap during upkeep.
City in a Bottle u2	Continuous Artifact	2	Removes all Arabian Nights cards from play and prevents any new ones from being put into play.
Dancing Scimitar u2	Artifact Creature	4	1/5, Flying
Ebony Horse u2	Mono Artifact	3	Make one of your attacking creatures untap and it is not considered to have ever attacked (2)
Flying Carpet u3	Mono Artifact	4	Gives Flying to a creature until end of turn (2); Discarded if creature destroyed when using it.
Jandor's Ring u2	Mono Artifact	6	Discard the card just drawn and draw another to replace it (2)
Jandor's Saddlebags u2	Mono Artifact	2	Untap a creature (3)
Jeweled Bird u3	Mono Artifact	1	Tap to make this card for your Ante, put your previous Ante in your graveyard, then draw a new card.
Pyramids u2	Poly Artifact	6	Prevent a land from being destroyed or remove an enchantment from a land (2)
Ring of Ma'rûf u2	Mono Artifact	5	Select one card from outside the game instead of drawing (5)
Sandals of Abdallah u3	Mono Artifact	4	Gives IslandWalk to a creature until end of turn (2); Discarded if creature destroyed when using it.

Black Spells:

Card Name	Spell Type	Cost	Ability
El-Hajjâj u2	Summon El-Hajjâj	BB1	1/1; Gain one life for each point of damage he does to a target.
Guardian Beast u2	Summon Guardian	B3	2/4; If untapped prevents stealing, destroying or enchanting of non-creature artifacts.
Junûn Efreet u2	Summon Efreet	BB1	3/3, Flying; Pay BB during upkeep or Efreet is destroyed.
Juzam Djinn u2	Summon Djinn	BB2	5/5; Take 1 damage during upkeep.
Khabal Ghoul u3	Summon Ghoul	B2	1/1; Gets a +1/+1 counter at end of turn for each creature that was destroyed that turn.
Sorceress Queen u3	Summon Sorceress	BB1	1/1; Tap to make a creature 0/2 until end of turn.
Cuombajj Witches c4	Summon Witches	BB	1/3; Tap for each player to do 1 damage to any player or creature. You choose first.
Erg Raiders c3/2	Summon Raiders	B1	2/3; Take 2 damage if do not attack with Raiders.
Hasran Ogress c3/2	Summon Ogre	BB	3/2; Pay 2 colorless mana when attacking or take 3 damage.
Oubliette c2/2	Enchantment	BB1	Holds creature out of play until dispelled.
Stone-Throwing Devils c3/1	Summon Devils	B	1/1, First Strike

Blue Spells:

Card Name	Spell Type	Cost	Ability
Island Fish Jasconius u2	Summon Island Fish	UUU4	6/8; Does not untap as normal; Pay UUU during upkeep to untap; Cannot attack if opponent has no Islands; Destroyed if you have no Islands.
Merchant Ship u3	Summon Ship	U	0/2; Gain 2 life if attacks and is not blocked; Cannot attack if opponent does not have Islands, Destroyed if you have no Islands.
Old Man of the Sea u2	Summon Marid	UU1	2/3; Tap to control creature of power less than or equal to the Old Man's; May choose not to untap; Lose control if becomes untapped or power becomes greater than Old Man's.
Serendib Djinn u2	Summon Djinn	UU2	5/6, Flying; Destroys a land during upkeep; take 3 dmg if the destroyed land is an Island.
Serendib Efreet u2	Summon Efreet	U2	3/4, Flying; Take 1 dmg during upkeep.
Sindbad u3	Summon Sindbad	U1	1/1; Tap to draw a new card but can only keep it if it is a land.
Dandân c4	Summon Dandân	UU	4/1; Cannot attack if opponent does not have Islands, Destroyed if you have no Islands.
Fishliver Oil c3/1	Enchant Creature	U1	Gives IslandWalk ability.
Flying Men c5	Summon Flying Men	U	1/1, Flying
Giant Tortoise c3/1	Summon Tortoise	U1	1/1, +0+3 while untapped.
Unstable Mutation c5	Enchant Creature	U	+3/+3, Gets -1/-1 counter each upkeep; Counters remain even if enchantment removed.

Green Spells:

Card Name	Spell Type	Cost	Ability
Cyclone u3	Enchantment	GG2	Gets 1 counter each upkeep; Pay G for each counter to do 1 damage per counter to all players and creatures; If not paid, it is destroyed.
Desert Twister u3	Sorcery	GG4	Destroy any one card in play.
Drop of Honey u2	Enchantment	G	During upkeep, lowest power creature is destroyed and cannot regenerate; Discarded when there are no more creatures.
Erhnam Djinn u2	Summon Djinn	G3	4/5; Each upkeep gives ForestWalk to one of opponent's non-Wall creatures until next upkeep.
Ifh-Biff Efreet u2	Summon Efreet	GG2	3/3, Flying; Any player can pay G to do 1 damage to all players and flying creatures.
Singing Tree u2	Summon Singing Tree	G3	0/3; Tap to reduce attacking creature's power to 0 until end of turn.
Ghazbán Ogre c4	Summon Ogre	G	2/2; During upkeep moves control to player with the most life points. Controller keeps it in a tie.
Metamorphosis c4	Sorcery	G	Sacrifice creature for casting cost+1 mana of any color which can only be used for summonings.
Nafs Asp c2/2	Summon Asp	G	1/1; If it hits opponent, it does 1 additional point of loss of life during opponent's upkeep unless 1 colorless mana is paid.
Sandstorm c5	Instant	G	Do 1 damage to all attacking creatures.
Wyluli Wolf c4/1	Summon Wolf	G1	1/1; Tap to give a creature +1/+1 until end of turn.

Red Spells:

Card Name	Spell Type	Cost	Ability
Aladdin u2	Summon Aladdin	RR2	1/1; Take control of artifact (Tap+RR1). Lose control if this card leaves play.
Ali Baba u3	Summon Ali Baba	R	1/1; Tap a wall (R)
Ali from Cairo u2	Summon Ali from Cairo	RR2	0/1; You cannot be reduced below 1 life due to damage while Ali is in play.
Magnetic Mountain u3	Enchantment	RR1	Blue creatures cost 4 to untap.
Mijae Djinn u2	Summon Djinn	RRR	6/3; Flip coin when attacking...it may decide not to attack.
Ydwen Efreet u2	Summon Efreet	RRR	3/6; Flip coin when defending...it may decide not to block.
Bird Maiden c2/2	Summon Bird Maiden	R2	1/2, Flying
Desert Nomads c5	Summon Nomads	R2	2/2, DesertWalk; Immune to damage from Deserts.
Hurr Jackal c4	Summon Jackal	R	1/1; Tap to prevent creature from regenerating this turn.
Kird Ape c5	Summon Ape	R	1/1, +1/+2 if you have Forests.
Rukh Egg c3/1	Summon Egg	R3	0/3; If destroyed, a 4/4 Flying red token creature is put into play at end of turn.

White Spells:

Card Name	Spell Type	Cost	Ability
Abu Ja'Far u3	Summon Leper	W	0/1; If destroyed in combat, all creatures blocked or blocking are destroyed and cannot regenerate.
Eye for an Eye u3	Instant	WW	Opponent takes damage equal to that inflicted on you by your opponent's spell or creature.
Jihad u2	Enchantment	WWW	+2/+1 to white creatures while chosen color of opponent's is in play; Discarded if no cards of that color are in play.
King Suleiman u2	Summon King	W1	1/1; Tap to destroy an Efreet or Djinn.
Repentant Blacksmith u2	Summon Smith	W1	1/2, Protection from Red
Shahrazad u2	Sorcery	WW	Forces sub-game of magic...loser of that game loses 1/2 of life in this game.
Army of Allah c3/1	Instant	WW1	+2/+0 to all attacking creatures until end of turn.
Camel c5	Summon Camel	W	0/1, Bands; Gives immunity to Desert dmg to all those banded with it.
Moorish Cavalry c4/1	Summon Cavalry	WW2	3/3, Trample
Piety c3/1	Instant	W2	+0/+3 to all defending creatures until end of turn.
War Elephant c3/1	Summon Elephant	W3	2/2, Trample, Bands