

# **AN\_RED**

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**COLLABORATORS**

	<i>TITLE :</i> AN_RED		
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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

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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

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Bird Maiden

Color = Red  
Rarity = AN(C4) / 4E(C) / 5E(C)  
Type = Summon Bird Maiden (1/2)  
Cost = 2R  
Artist = Kaja Foglio

Text (5E): Flying

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

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## 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

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