

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

# Artifacts:

Card Name	Spell Type	Cost	Ability
<b>Aladdin's Lamp</b> u2	Mono Artifact	10	Instead of drawing in draw phase, draw X cards and keep only one (X).
<b>Aladdin's Ring</b> u2	Mono Artifact	8	4 dmg to any target (8)
<b>Bottle of Suleiman</b> u2	Mono Artifact	4	Flip coin and take 5 dmg or get 5/5 Flying Djinn token creature (1 + sacrifice Bottle)
<b>Brass Man</b> u3	Artifact Creature	1	1/3; Pay 1 to untap during upkeep.
<b>City in a Bottle</b> u2	Continuous Artifact	2	Removes all Arabian Nights cards from play and prevents any new ones from being put into play.
<b>Dancing Scimitar</b> u2	Artifact Creature	4	1/5, Flying
<b>Ebony Horse</b> u2	Mono Artifact	3	Make one of your attacking creatures untap and it is not considered to have ever attacked (2)
<b>Flying Carpet</b> u3	Mono Artifact	4	Gives Flying to a creature until end of turn (2); Discarded if creature destroyed when using it.
<b>Jandor's Ring</b> u2	Mono Artifact	6	Discard the card just drawn and draw another to replace it (2)
<b>Jandor's Saddlebags</b> u2	Mono Artifact	2	Untap a creature (3)
<b>Jeweled Bird</b> u3	Mono Artifact	1	Tap to make this card for your Ante, put your previous Ante in your graveyard, then draw a new card.
<b>Pyramids</b> u2	Poly Artifact	6	Prevent a land from being destroyed or remove an enchantment from a land (2)
<b>Ring of Ma'rûf</b> u2	Mono Artifact	5	Select one card from outside the game instead of drawing (5)
<b>Sandals of Abdallah</b> 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
<b>El-Hajjāj</b> u2	Summon El-Hajjāj	BB1	1/1; Gain one life for each point of damage he does to a target.
<b>Guardian Beast</b> u2	Summon Guardian	B3	2/4; If untapped prevents stealing, destroying or enchanting of non-creature artifacts.
<b>Junún Efreet</b> u2	Summon Efreet	BB1	3/3, Flying; Pay BB during upkeep or Efreet is destroyed.
<b>Juzam Djinn</b> u2	Summon Djinn	BB2	5/5; Take 1 damage during upkeep.
<b>Khabal Ghoul</b> u3	Summon Ghoul	B2	1/1; Gets a +1/+1 counter at end of turn for each creature that was destroyed that turn.
<b>Sorceress Queen</b> u3	Summon Sorceress	BB1	1/1; Tap to make a creature 0/2 until end of turn.
<b>Cuombajj Witches</b> c4	Summon Witches	BB	1/3; Tap for each player to do 1 damage to any player or creature. You choose first.
<b>Erg Raiders</b> c3/2	Summon Raiders	B1	2/3; Take 2 damage if do not attack with Raiders.
<b>Hasran Ogress</b> c3/2	Summon Ogre	BB	3/2; Pay 2 colorless mana when attacking or take 3 damage.
<b>Oubliette</b> c2/2	Enchantment	BB1	Holds creature out of play until dispelled.
<b>Stone-Throwing Devils</b> c3/1	Summon Devils	B	1/1, First Strike

## Blue Spells:

Card Name	Spell Type	Cost	Ability
<b>Island Fish Jasconius</b> 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.
<b>Merchant Ship</b> 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.
<b>Old Man of the Sea</b> 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.
<b>Serendib Djinn</b> u2	Summon Djinn	UU2	5/6, Flying; Destroys a land during upkeep; take 3 dmg if the destroyed land is an Island.
<b>Serendib Efreet</b> u2	Summon Efreet	U2	3/4, Flying; Take 1 dmg during upkeep.
<b>Sindbad</b> u3	Summon Sindbad	U1	1/1; Tap to draw a new card but can only keep it if it is a land.
Dandán c4	Summon Dandán	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
<b>Cyclone</b> 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.
<b>Desert Twister</b> u3	Sorcery	GG4	Destroy any one card in play.
<b>Drop of Honey</b> u2	Enchantment	G	During upkeep, lowest power creature is destroyed and cannot regenerate; Discarded when there are no more creatures.
<b>Erhnam Djinn</b> u2	Summon Djinn	G3	4/5; Each upkeep gives ForestWalk to one of opponent's non-Wall creatures until next upkeep.
<b>Ifh-Biff Efreet</b> u2	Summon Efreet	GG2	3/3, Flying; Any player can pay G to do 1 damage to all players and flying creatures.
<b>Singing Tree</b> 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 c2/3	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 c4	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
<b>Aladdin</b> u2	Summon Aladdin	RR2	1/1; Take control of artifact (Tap+RR1). Lose control if this card leaves play.
<b>Ali Baba</b> u3	Summon Ali Baba	R	1/1; Tap a wall (R)
<b>Ali from Cairo</b> u2	Summon Ali from Cairo	RR2	0/1; You cannot be reduced below 1 life due to damage while Ali is in play.
<b>Magnetic Mountain</b> u3	Enchantment	RR1	Blue creatures cost 4 to untap.
<b>Mijae Djinn</b> u2	Summon Djinn	RRR	6/3; Flip coin when attacking...it may decide not to attack.
<b>Ydwen Efreet</b> 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
<b>Abu Ja'Far</b> u3	Summon Leper	W	0/1; If destroyed in combat, all creatures blocked or blocking are destroyed and cannot regenerate.
<b>Eye for an Eye</b> u3	Instant	WW	Opponent takes damage equal to that inflicted on you by your opponent's spell or creature.
<b>Jihad</b> 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.
<b>King Suleiman</b> u2	Summon King	W1	1/1; Tap to destroy an Efreet or Djinn.
<b>Repentant Blacksmith</b> u2	Summon Smith	W1	1/2, Protection from Red
<b>Shahrazad</b> 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