Benthic Djinn 2UB



Summon Djinn

Islandwalk *(If defending player controls any islands, this creature is unblockable.)*

During your upkeep, lose 2 life.

"In all my years I've only met one mage who successfully trapped a djinn—and none who tried and failed."
—Talibah, embermage

Illus. Adam Rex
©1996 Wizards of the Coast, Inc. All rights reserved.

5/3

Benthic Djinn 2UB



Summon Djinn

Islandwalk *(If defending player controls any islands, this creature is unblockable.)*

During your upkeep, lose 2 life.

"In all my years I've only met one mage who successfully trapped a djinn—and none who tried and failed."
—Talibah, embermage

Illus. Adam Rex
©1996 Wizards of the Coast, Inc. All rights reserved.

5/3

Benthic Djinn 2UB



Summon Djinn

Islandwalk *(If defending player controls any islands, this creature is unblockable.)*

During your upkeep, lose 2 life.

"In all my years I've only met one mage who successfully trapped a djinn—and none who tried and failed."
—Talibah, embermage

Illus. Adam Rex
©1996 Wizards of the Coast, Inc. All rights reserved.

5/3

Benthic Djinn 2UB



Summon Djinn

Islandwalk *(If defending player controls any islands, this creature is unblockable.)*

During your upkeep, lose 2 life.

"In all my years I've only met one mage who successfully trapped a djinn—and none who tried and failed."
—Talibah, embermage

Illus. Adam Rex
©1996 Wizards of the Coast, Inc. All rights reserved.

5/3