Maelstrom Djinn 7



Creature — Djinn

Flying

Morph 2

When Maelstrom Djinn is turned face up, put two time counters on it and it gains vanishing. *(At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)*

5/6

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 39/180

Maelstrom Djinn 7



Creature — Djinn

Flying

Morph 2

When Maelstrom Djinn is turned face up, put two time counters on it and it gains vanishing. *(At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)*

5/6

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 39/180

Maelstrom Djinn 7



Creature — Djinn

Flying

Morph 2

When Maelstrom Djinn is turned face up, put two time counters on it and it gains vanishing. *(At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)*

5/6

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 39/180

Maelstrom Djinn 7



Creature — Djinn

Flying

Morph 2

When Maelstrom Djinn is turned face up, put two time counters on it and it gains vanishing. *(At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)*

5/6

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 39/180