Mahamoti Djinn 4UU



Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU



Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU



Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU



Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350

Mahamoti Djinn 4UU

Creature — Djinn

Flying *(This creature can't be blocked except by creatures with flying.)*

Of royal blood among the spirits of the air, the Mahamoti djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Eric Peterson

5/6

™ & © 1993–2003 Wizards of the Coast, Inc. 88/350