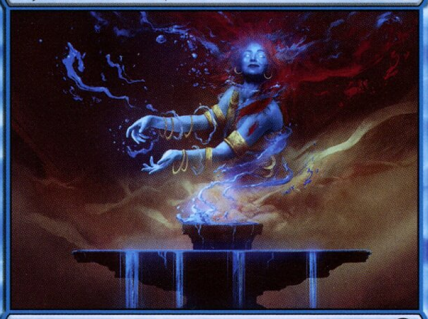
Djinn of the Fountain 4🔵🔵



Creature — Djinn

Flying

Whenever you cast an instant or sorcery spell, choose one —

- Djinn of the Fountain gets +1/+1 until end of turn.
- Exile Djinn of the Fountain. Return it to the battlefield under its owner's control at the beginning of the next end step.
- Scry 1.

4/4

047/281 U
DMU • EN ✒ Bastien L. Deharme

™ & © 2022 Wizards of the Coast

Djinn of the Fountain 4🔵🔵

Creature — Djinn

Flying

Whenever you cast an instant or sorcery spell, choose one —

- Djinn of the Fountain gets +1/+1 until end of turn.
- Exile Djinn of the Fountain. Return it to the battlefield under its owner's control at the beginning of the next end step.
- Scry 1.

4/4

047/281 U
DMU • EN ✒ Bastien L. Deharme

™ & © 2022 Wizards of the Coast

Djinn of the Fountain 4🔵🔵

Creature — Djinn

Flying

Whenever you cast an instant or sorcery spell, choose one —

- Djinn of the Fountain gets +1/+1 until end of turn.
- Exile Djinn of the Fountain. Return it to the battlefield under its owner's control at the beginning of the next end step.
- Scry 1.

4/4

047/281 U
DMU • EN ✒ Bastien L. Deharme

™ & © 2022 Wizards of the Coast

Djinn of the Fountain 4🔵🔵

Creature — Djinn

Flying

Whenever you cast an instant or sorcery spell, choose one —

- Djinn of the Fountain gets +1/+1 until end of turn.
- Exile Djinn of the Fountain. Return it to the battlefield under its owner's control at the beginning of the next end step.
- Scry 1.

4/4

047/281 U
DMU • EN ✒ Bastien L. Deharme

™ & © 2022 Wizards of the Coast

Djinn of the Fountain 4🔵🔵

Creature — Djinn

Flying

Whenever you cast an instant or sorcery spell, choose one —

- Djinn of the Fountain gets +1/+1 until end of turn.
- Exile Djinn of the Fountain. Return it to the battlefield under its owner's control at the beginning of the next end step.
- Scry 1.

4/4

047/281 U
DMU • EN ✒ Bastien L. Deharme

™ & © 2022 Wizards of the Coast

Djinn of the Fountain 4🔵🔵

Creature — Djinn

Flying

Whenever you cast an instant or sorcery spell, choose one —

- Djinn of the Fountain gets +1/+1 until end of turn.
- Exile Djinn of the Fountain. Return it to the battlefield under its owner's control at the beginning of the next end step.
- Scry 1.

4/4

047/281 U
DMU • EN ✒ Bastien L. Deharme

™ & © 2022 Wizards of the Coast

Djinn of the Fountain 4🔵🔵

Creature — Djinn

Flying

Whenever you cast an instant or sorcery spell, choose one —

- Djinn of the Fountain gets +1/+1 until end of turn.
- Exile Djinn of the Fountain. Return it to the battlefield under its owner's control at the beginning of the next end step.
- Scry 1.

4/4

047/281 U
DMU • EN ✒ Bastien L. Deharme

™ & © 2022 Wizards of the Coast

Djinn of the Fountain 4🔵🔵

Creature — Djinn

Flying

Whenever you cast an instant or sorcery spell, choose one —

- Djinn of the Fountain gets +1/+1 until end of turn.
- Exile Djinn of the Fountain. Return it to the battlefield under its owner's control at the beginning of the next end step.
- Scry 1.

4/4

047/281 U
DMU • EN ✒ Bastien L. Deharme

™ & © 2022 Wizards of the Coast

Djinn of the Fountain 4🔵🔵

Creature — Djinn

Flying

Whenever you cast an instant or sorcery spell, choose one —

- Djinn of the Fountain gets +1/+1 until end of turn.
- Exile Djinn of the Fountain. Return it to the battlefield under its owner's control at the beginning of the next end step.
- Scry 1.

4/4

047/281 U
DMU • EN ✒ Bastien L. Deharme

™ & © 2022 Wizards of the Coast

Djinn of the Fountain 4🔵🔵

Creature — Djinn

Flying

Whenever you cast an instant or sorcery spell, choose one —

- Djinn of the Fountain gets +1/+1 until end of turn.
- Exile Djinn of the Fountain. Return it to the battlefield under its owner's control at the beginning of the next end step.
- Scry 1.

4/4

047/281 U
DMU • EN ✒ Bastien L. Deharme

™ & © 2022 Wizards of the Coast