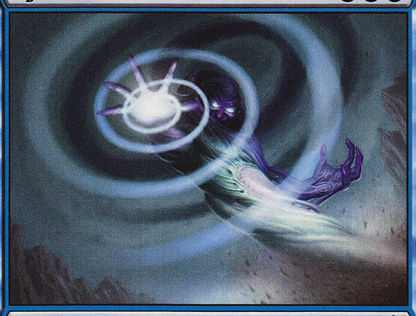
Djinn of Infinite Deceits {4}{U}{U}



Creature — Djinn

Flying

{T}: Exchange control of two target nonlegendary creatures. You can't activate this ability during combat.

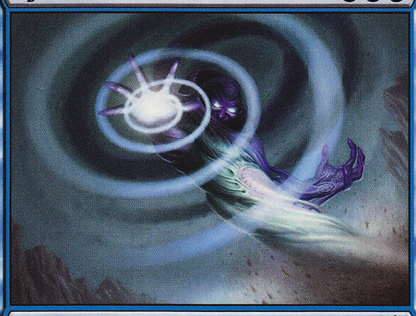
The winds of change have a mind of their own.

Robbie Trevino

2/7

™ & © 2013 Wizards of the Coast 41/356

Djinn of Infinite Deceits {4}{U}{U}



Creature — Djinn

Flying

{T}: Exchange control of two target nonlegendary creatures. You can't activate this ability during combat.

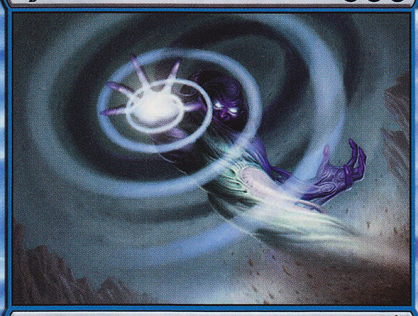
The winds of change have a mind of their own.

Robbie Trevino

2/7

™ & © 2013 Wizards of the Coast 41/356

Djinn of Infinite Deceits {4}{U}{U}



Creature — Djinn

Flying

{T}: Exchange control of two target nonlegendary creatures. You can't activate this ability during combat.

The winds of change have a mind of their own.

Robbie Trevino

2/7

™ & © 2013 Wizards of the Coast 41/356

Djinn of Infinite Deceits {4}{U}{U}



Creature — Djinn

Flying

{T}: Exchange control of two target nonlegendary creatures. You can't activate this ability during combat.

The winds of change have a mind of their own.

Robbie Trevino

2/7

™ & © 2013 Wizards of the Coast 41/356