Erhnam Djinn 3G



Summon Djinn

During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Illus. Ken Meyer, Jr.
© 1995 Wizards of the Coast, Inc. All rights reserved.
4/5

Erhnam Djinn 3G

Summon Djinn

During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Illus. Ken Meyer, Jr.
© 1995 Wizards of the Coast, Inc. All rights reserved.
4/5

Erhnam Djinn 3G

Summon Djinn

During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Illus. Ken Meyer, Jr.
© 1995 Wizards of the Coast, Inc. All rights reserved.
4/5

Erhnam Djinn 3G

Summon Djinn

During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Illus. Ken Meyer, Jr.
© 1995 Wizards of the Coast, Inc. All rights reserved.
4/5

Erhnam Djinn 3G

Summon Djinn

During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Illus. Ken Meyer, Jr.
© 1995 Wizards of the Coast, Inc. All rights reserved.
4/5

Erhnam Djinn 3G

Summon Djinn

During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Illus. Ken Meyer, Jr.
© 1995 Wizards of the Coast, Inc. All rights reserved.
4/5

Erhnam Djinn 3G

Summon Djinn

During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Illus. Ken Meyer, Jr.
© 1995 Wizards of the Coast, Inc. All rights reserved.
4/5

Erhnam Djinn 3G

Summon Djinn

During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Illus. Ken Meyer, Jr.
© 1995 Wizards of the Coast, Inc. All rights reserved.
4/5

Erhnam Djinn 3G

Summon Djinn

During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Illus. Ken Meyer, Jr.
© 1995 Wizards of the Coast, Inc. All rights reserved.
4/5