Gilder Bairn {1}{U}{U}



Creature — Ouphe

{2}{U}, {Q}: For each counter on target permanent, put another of those counters on that permanent. *({Q} is the untap symbol.)*

Do the glowing trinkets show it the way home, or do they set a twisted path for someone else to follow?

1/3

Nils Hamm

™ & © 1993-2008 Wizards of the Coast, Inc. 152/180

Gilder Bairn {1}{U}{U}

Creature — Ouphe

{2}{U}, {Q}: For each counter on target permanent, put another of those counters on that permanent. *({Q} is the untap symbol.)*

Do the glowing trinkets show it the way home, or do they set a twisted path for someone else to follow?

1/3

Nils Hamm

™ & © 1993-2008 Wizards of the Coast, Inc. 152/180

Gilder Bairn {1}{U}{U}

Creature — Ouphe

{2}{U}, {Q}: For each counter on target permanent, put another of those counters on that permanent. *({Q} is the untap symbol.)*

Do the glowing trinkets show it the way home, or do they set a twisted path for someone else to follow?

1/3

Nils Hamm

™ & © 1993-2008 Wizards of the Coast, Inc. 152/180

Gilder Bairn {1}{U}{U}

Creature — Ouphe

{2}{U}, {Q}: For each counter on target permanent, put another of those counters on that permanent. *({Q} is the untap symbol.)*

Do the glowing trinkets show it the way home, or do they set a twisted path for someone else to follow?

1/3

Nils Hamm

™ & © 1993-2008 Wizards of the Coast, Inc. 152/180

Gilder Bairn {1}{U}{U}

Creature — Ouphe

{2}{U}, {Q}: For each counter on target permanent, put another of those counters on that permanent. *({Q} is the untap symbol.)*

Do the glowing trinkets show it the way home, or do they set a twisted path for someone else to follow?

1/3

Nils Hamm

™ & © 1993-2008 Wizards of the Coast, Inc. 152/180

Gilder Bairn {1}{U}{U}

Creature — Ouphe

{2}{U}, {Q}: For each counter on target permanent, put another of those counters on that permanent. *({Q} is the untap symbol.)*

Do the glowing trinkets show it the way home, or do they set a twisted path for someone else to follow?

1/3

Nils Hamm

™ & © 1993-2008 Wizards of the Coast, Inc. 152/180

Gilder Bairn {1}{U}{U}

Creature — Ouphe

{2}{U}, {Q}: For each counter on target permanent, put another of those counters on that permanent. *({Q} is the untap symbol.)*

Do the glowing trinkets show it the way home, or do they set a twisted path for someone else to follow?

1/3

Nils Hamm

™ & © 1993-2008 Wizards of the Coast, Inc. 152/180

Gilder Bairn {1}{U}{U}

Creature — Ouphe

{2}{U}, {Q}: For each counter on target permanent, put another of those counters on that permanent. *({Q} is the untap symbol.)*

Do the glowing trinkets show it the way home, or do they set a twisted path for someone else to follow?

1/3

Nils Hamm

™ & © 1993-2008 Wizards of the Coast, Inc. 152/180

Gilder Bairn {1}{U}{U}

Creature — Ouphe

{2}{U}, {Q}: For each counter on target permanent, put another of those counters on that permanent. *({Q} is the untap symbol.)*

Do the glowing trinkets show it the way home, or do they set a twisted path for someone else to follow?

1/3

Nils Hamm

™ & © 1993-2008 Wizards of the Coast, Inc. 152/180

Gilder Bairn {1}{U}{U}

Creature — Ouphe

{2}{U}, {Q}: For each counter on target permanent, put another of those counters on that permanent. *({Q} is the untap symbol.)*

Do the glowing trinkets show it the way home, or do they set a twisted path for someone else to follow?

1/3

Nils Hamm

™ & © 1993-2008 Wizards of the Coast, Inc. 152/180