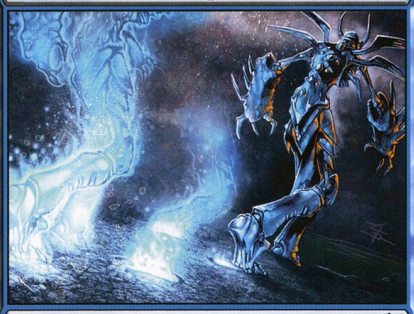
Followed Footsteps {3}{U}{U}



Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

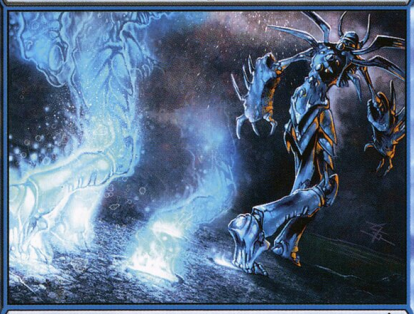
At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}



Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

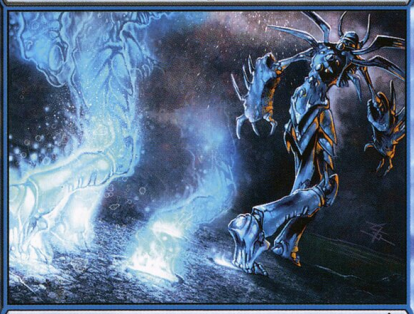
At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}



Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

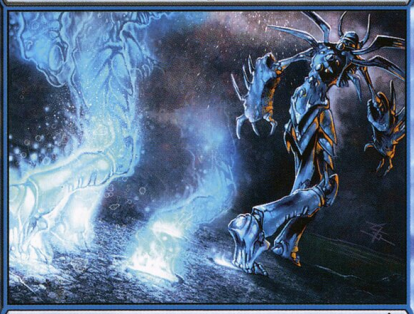
At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}



Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306

Followed Footsteps {3}{U}{U}

Enchantment — Aura

Enchant creature

At the beginning of your upkeep, put a creature token into play that's a copy of enchanted creature.

Æther can turn a footprint into a blueprint.

Glen Angus

™ & © 1993–2005 Wizards of the Coast, Inc. 51/306