

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

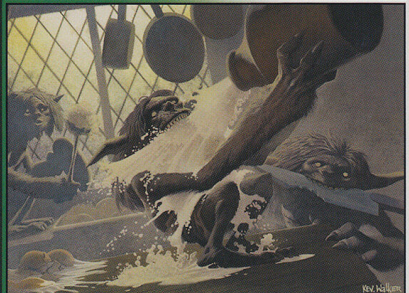
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

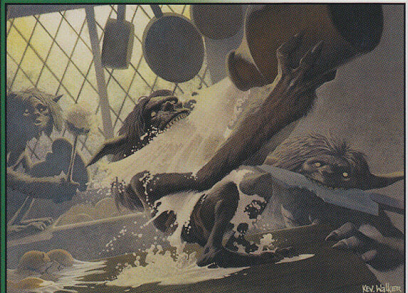
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

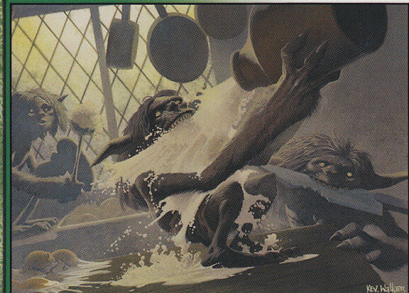
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

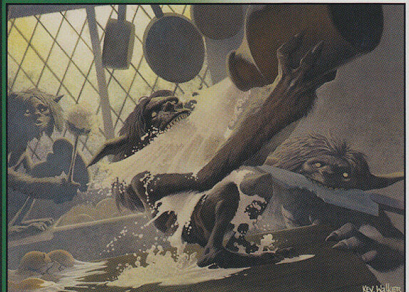
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

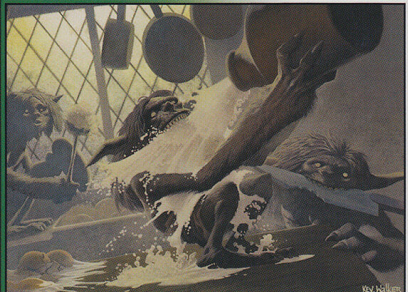
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

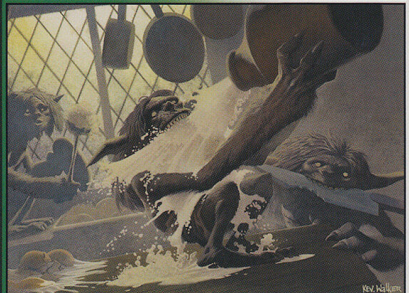
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

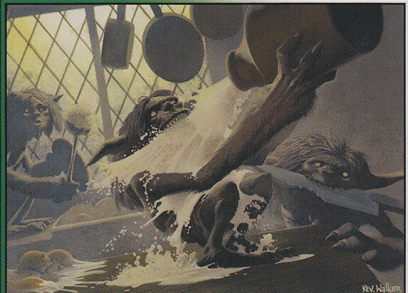
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

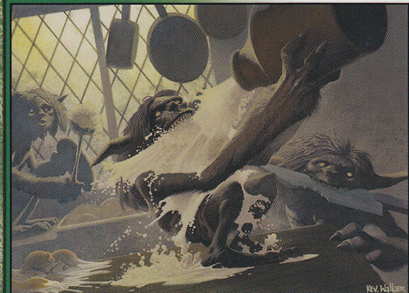
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

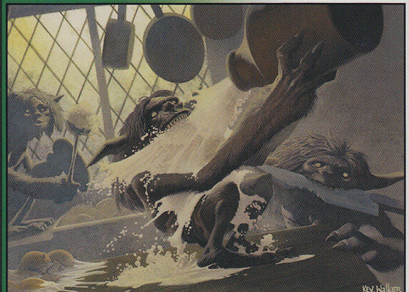
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

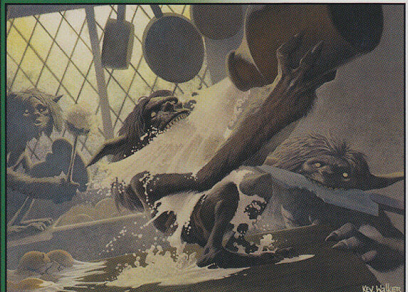
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

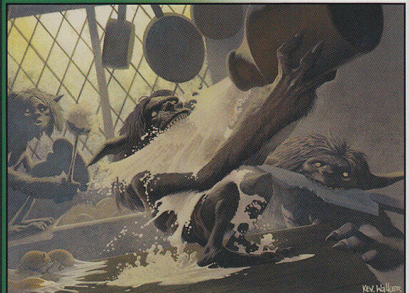
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

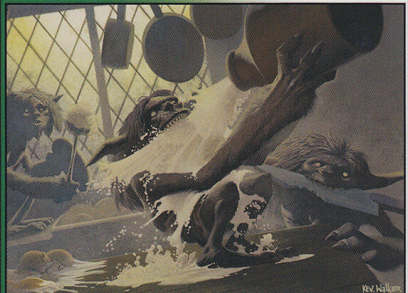
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

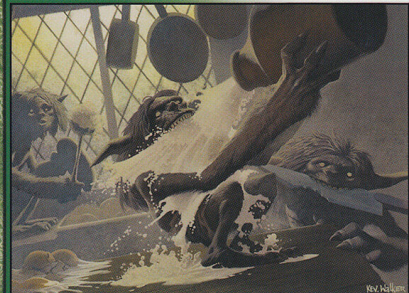
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

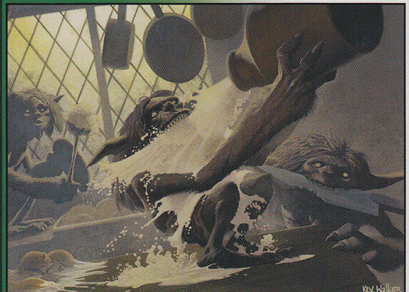
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

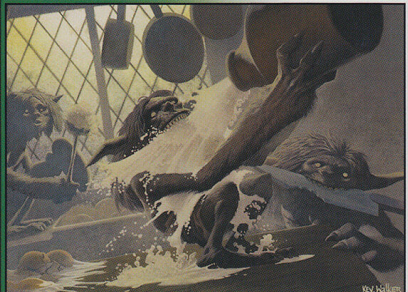
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

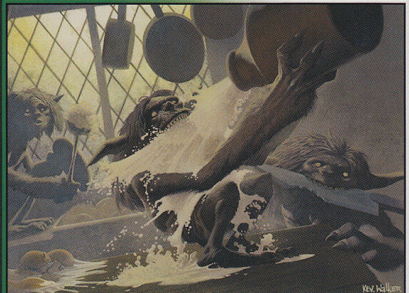
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

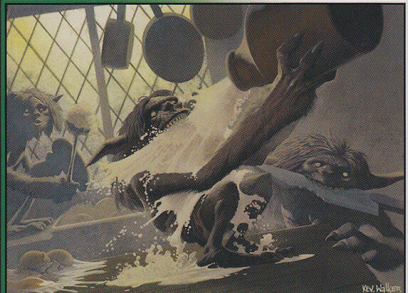
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

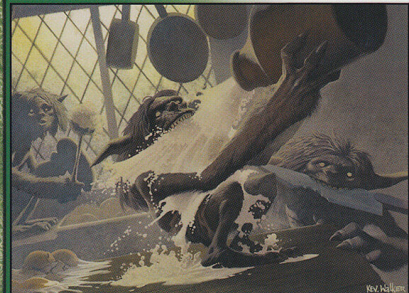
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

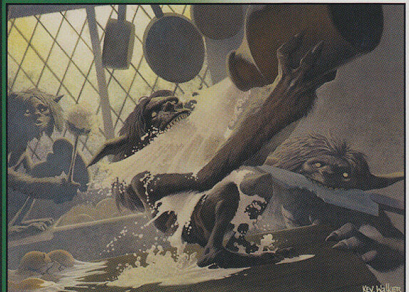
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

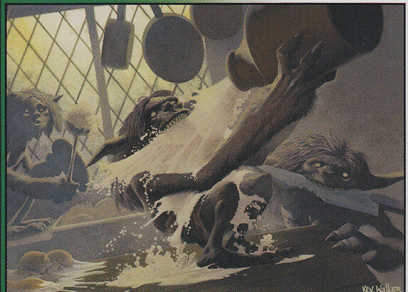
Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301

Kitchen Finks

1



Creature — Ouphe

When Kitchen Finks comes into play, you gain 2 life.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Accept one favor from an ouphe, and you're doomed to accept another.

Key Walker

3/2

© 1993-2008 Wizards of the Coast, Inc. 229/301