Dingus Staff 4



Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4



Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4



Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4



Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.

Dingus Staff 4

Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."
—Hanna, Weatherlight *navigator*

Illus. Richard Kane Ferguson
©1997 Wizards of the Coast, Inc. All rights reserved.