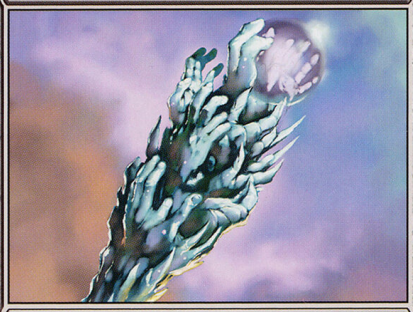
Proteus Staff 3



Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

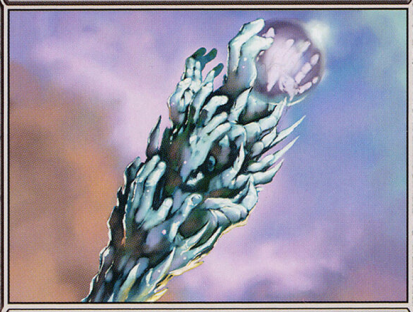
Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3



Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

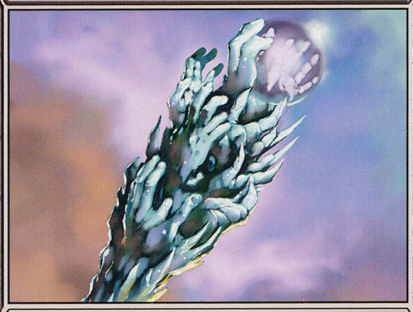
Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3



Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

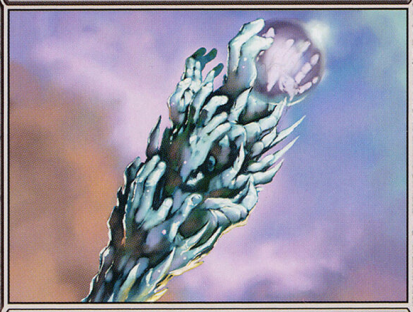
Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3



Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306

Proteus Staff 3

Artifact

2, : Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Trevor Hairsine

™ & © 1993–2003 Wizards of the Coast, Inc. 230/306