Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1

Sage Owl 1



Creature — Bird 7

Flying
When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Illus. Mark Brill
™ & © 1993–2001 Wizards of the Coast, Inc. 96350
1/1