Fatestitcher {3}{U}

Creature — Zombie Wizard

{T}: You may tap or untap another target permanent.

Unearth {U} ({U}: *Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. Unearth only as a sorcery.*)

1/2

E. M. Gist

™ & © 1993–2008 Wizards of the Coast, Inc. 43/249

Fatestitcher {3}{U}

Creature — Zombie Wizard

{T}: You may tap or untap another target permanent.

Unearth {U} ({U}: *Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. Unearth only as a sorcery.*)

1/2

E. M. Gist

™ & © 1993–2008 Wizards of the Coast, Inc. 43/249

Fatestitcher {3}{U}

Creature — Zombie Wizard

{T}: You may tap or untap another target permanent.

Unearth {U} ({U}: *Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. Unearth only as a sorcery.*)

1/2

E. M. Gist

™ & © 1993–2008 Wizards of the Coast, Inc. 43/249

Fatestitcher {3}{U}

Creature — Zombie Wizard

{T}: You may tap or untap another target permanent.

Unearth {U} ({U}: *Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. Unearth only as a sorcery.*)

1/2

E. M. Gist

™ & © 1993–2008 Wizards of the Coast, Inc. 43/249

Fatestitcher {3}{U}

Creature — Zombie Wizard

{T}: You may tap or untap another target permanent.

Unearth {U} ({U}: *Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. Unearth only as a sorcery.*)

1/2

E. M. Gist

™ & © 1993–2008 Wizards of the Coast, Inc. 43/249