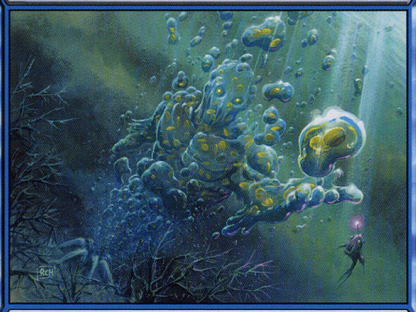
Fathom Seer 1U



Creature — Illusion

Morph—Return two Islands you control to their owner's hand. *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

When Fathom Seer is turned face up, draw two cards.

Ralph Horsley 1/3

™ & © 1993–2006 Wizards of the Coast, Inc. 62/301

Fathom Seer 1U

Creature — Illusion

Morph—Return two Islands you control to their owner's hand. *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

When Fathom Seer is turned face up, draw two cards.

Ralph Horsley 1/3

™ & © 1993–2006 Wizards of the Coast, Inc. 62/301

Fathom Seer 1U

Creature — Illusion

Morph—Return two Islands you control to their owner's hand. *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

When Fathom Seer is turned face up, draw two cards.

Ralph Horsley 1/3

™ & © 1993–2006 Wizards of the Coast, Inc. 62/301

Fathom Seer 1U

Creature — Illusion

Morph—Return two Islands you control to their owner's hand. *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

When Fathom Seer is turned face up, draw two cards.

Ralph Horsley 1/3

™ & © 1993–2006 Wizards of the Coast, Inc. 62/301

Fathom Seer 1U

Creature — Illusion

Morph—Return two Islands you control to their owner's hand. *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

When Fathom Seer is turned face up, draw two cards.

Ralph Horsley 1/3

™ & © 1993–2006 Wizards of the Coast, Inc. 62/301

Fathom Seer 1U

Creature — Illusion

Morph—Return two Islands you control to their owner's hand. *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

When Fathom Seer is turned face up, draw two cards.

Ralph Horsley 1/3

™ & © 1993–2006 Wizards of the Coast, Inc. 62/301

Fathom Seer 1U

Creature — Illusion

Morph—Return two Islands you control to their owner's hand. *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

When Fathom Seer is turned face up, draw two cards.

Ralph Horsley 1/3

™ & © 1993–2006 Wizards of the Coast, Inc. 62/301

Fathom Seer 1U

Creature — Illusion

Morph—Return two Islands you control to their owner's hand. *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

When Fathom Seer is turned face up, draw two cards.

Ralph Horsley 1/3

™ & © 1993–2006 Wizards of the Coast, Inc. 62/301

Fathom Seer 1U

Creature — Illusion

Morph—Return two Islands you control to their owner's hand. *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

When Fathom Seer is turned face up, draw two cards.

Ralph Horsley 1/3

™ & © 1993–2006 Wizards of the Coast, Inc. 62/301