Stitcher's Wings ③

Artifact – Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control.
Equipped creature gets +2/+0 and has flying and haste.
**Equip** ②
**Mayhem** ②

Kev Fang

Stitcher's Wings ③



Artifact – Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control.
Equipped creature gets +2/+0 and has flying and haste.
**Equip** ②
**Mayhem** ②

Kev Fang

Stitcher's Wings ③



Artifact – Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control.
Equipped creature gets +2/+0 and has flying and haste.
**Equip** ②
**Mayhem** ②

Kev Fang

Stitcher's Wings ③

Artifact – Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control.
Equipped creature gets +2/+0 and has flying and haste.
**Equip** ②
**Mayhem** ②

Kev Fang

Stitcher's Wings ③



Artifact – Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control.
Equipped creature gets +2/+0 and has flying and haste.
**Equip** ②
**Mayhem** ②

Kev Fang

Stitcher's Wings ③



Artifact – Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control.
Equipped creature gets +2/+0 and has flying and haste.
**Equip** ②
**Mayhem** ②

Kev Fang

Stitcher's Wings ③

Artifact – Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control.
Equipped creature gets +2/+0 and has flying and haste.
**Equip** ②
**Mayhem** ②

Kev Fang

Stitcher's Wings ③



Artifact – Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control.
Equipped creature gets +2/+0 and has flying and haste.
**Equip** ②
**Mayhem** ②

Kev Fang

Stitcher's Wings ③



Artifact – Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control.
Equipped creature gets +2/+0 and has flying and haste.
**Equip** ②
**Mayhem** ②

Kev Fang