Moorland Inquisitor 1W



Creature — Human Soldier

2W: Moorland Inquisitor gains first strike until end of turn.

Inquisitors are taught scripture, philosophy, and the fine art of sharpening an axe.

David Palumbo

2/2

™ & © 1993–2012 Wizards of the Coast LLC 30/244

Moorland Inquisitor 1W

Creature — Human Soldier

2W: Moorland Inquisitor gains first strike until end of turn.

Inquisitors are taught scripture, philosophy, and the fine art of sharpening an axe.

David Palumbo

2/2

™ & © 1993–2012 Wizards of the Coast LLC 30/244

Moorland Inquisitor 1W

Creature — Human Soldier

2W: Moorland Inquisitor gains first strike until end of turn.

Inquisitors are taught scripture, philosophy, and the fine art of sharpening an axe.

David Palumbo

2/2

™ & © 1993–2012 Wizards of the Coast LLC 30/244

Moorland Inquisitor 1W

Creature — Human Soldier

2W: Moorland Inquisitor gains first strike until end of turn.

Inquisitors are taught scripture, philosophy, and the fine art of sharpening an axe.

David Palumbo

2/2

™ & © 1993–2012 Wizards of the Coast LLC 30/244

Moorland Inquisitor 1W

Creature — Human Soldier

2W: Moorland Inquisitor gains first strike until end of turn.

Inquisitors are taught scripture, philosophy, and the fine art of sharpening an axe.

David Palumbo

2/2

™ & © 1993–2012 Wizards of the Coast LLC 30/244

Moorland Inquisitor 1W

Creature — Human Soldier

2W: Moorland Inquisitor gains first strike until end of turn.

Inquisitors are taught scripture, philosophy, and the fine art of sharpening an axe.

David Palumbo

2/2

™ & © 1993–2012 Wizards of the Coast LLC 30/244

Moorland Inquisitor 1W

Creature — Human Soldier

2W: Moorland Inquisitor gains first strike until end of turn.

Inquisitors are taught scripture, philosophy, and the fine art of sharpening an axe.

David Palumbo

2/2

™ & © 1993–2012 Wizards of the Coast LLC 30/244

Moorland Inquisitor 1W

Creature — Human Soldier

2W: Moorland Inquisitor gains first strike until end of turn.

Inquisitors are taught scripture, philosophy, and the fine art of sharpening an axe.

David Palumbo

2/2

™ & © 1993–2012 Wizards of the Coast LLC 30/244

Moorland Inquisitor 1W

Creature — Human Soldier

2W: Moorland Inquisitor gains first strike until end of turn.

Inquisitors are taught scripture, philosophy, and the fine art of sharpening an axe.

David Palumbo

2/2

™ & © 1993–2012 Wizards of the Coast LLC 30/244