Torpid Moloch



Creature — Lizard

Defender *(This creature can't attack.)*
Sacrifice three lands: Torpid Moloch loses defender until end of turn.

Market hucksters sell molochs for use as watchdogs. Of course, that's all molochs do. Sit around . . . and watch.

Paolo Parente

3/2

™ & © 1993–2005 Wizards of the Coast, Inc. 147/306

Torpid Moloch

Creature — Lizard

Defender *(This creature can't attack.)*
Sacrifice three lands: Torpid Moloch loses defender until end of turn.

Market hucksters sell molochs for use as watchdogs. Of course, that's all molochs do. Sit around . . . and watch.

Paolo Parente

3/2

™ & © 1993–2005 Wizards of the Coast, Inc. 147/306

Torpid Moloch

Creature — Lizard

Defender *(This creature can't attack.)*
Sacrifice three lands: Torpid Moloch loses defender until end of turn.

Market hucksters sell molochs for use as watchdogs. Of course, that's all molochs do. Sit around . . . and watch.

Paolo Parente

3/2

™ & © 1993–2005 Wizards of the Coast, Inc. 147/306

Torpid Moloch

Creature — Lizard

Defender *(This creature can't attack.)*
Sacrifice three lands: Torpid Moloch loses defender until end of turn.

Market hucksters sell molochs for use as watchdogs. Of course, that's all molochs do. Sit around . . . and watch.

Paolo Parente

3/2

™ & © 1993–2005 Wizards of the Coast, Inc. 147/306