Inquisitor's Flail



Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail



Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail



Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail



Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264

Inquisitor's Flail

Artifact — Equipment

If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 227/264