**Inquisitor Exarch**



**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**



**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**



**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**



**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175

**Inquisitor Exarch**

**Creature — Cleric**

When Inquisitor Exarch enters the battlefield, choose one — You gain 2 life; or target opponent loses 2 life.

*"Skin is the prison of the blessed and the stronghold of the heretic."*
*—Argent Etchings, plate 64, passage 17*

Igor Kieryluk

2/2

™ & © 1993–2011 Wizards of the Coast LLC 12/175