Moorland Inquisitor {1}{W}



Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}



Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}



Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}



Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast

Moorland Inquisitor {1}{W}

Creature — Human Soldier

{2}{W}: Moorland Inquisitor gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

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

2/2

031/280 C
M20 • EN ✒ David Palumbo
™ & © 2019 Wizards of the Coast