Lightstall Inquisitor



Creature — Angel Wizard

Vigilance

When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped.

Born of dead stars, the Astelli may fight for light, but they know the void as their womb.

2/1

R 0024
EOE • EN Arif Wijaya

™ & © 2025 Wizards of the Coast

Lightstall Inquisitor

Creature — Angel Wizard

Vigilance

When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped.

Born of dead stars, the Astelli may fight for light, but they know the void as their womb.

2/1

R 0024
EOE • EN Arif Wijaya

™ & © 2025 Wizards of the Coast

Lightstall Inquisitor

Creature — Angel Wizard

Vigilance

When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped.

Born of dead stars, the Astelli may fight for light, but they know the void as their womb.

2/1

R 0024
EOE • EN Arif Wijaya

™ & © 2025 Wizards of the Coast

Lightstall Inquisitor

Creature — Angel Wizard

Vigilance

When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped.

Born of dead stars, the Astelli may fight for light, but they know the void as their womb.

2/1

R 0024
EOE • EN Arif Wijaya

™ & © 2025 Wizards of the Coast