Search the Premises



Enchantment

Whenever a creature attacks you or a planeswalker you control, investigate. *(Create a Clue token. It's an artifact with "2, Sacrifice this artifact: Draw a card.")*

"To halt these lurid practices, Geralf must be found and made an example of."
—Inquisitor Delmund

R 0081
MKC • EN ✒ Matt Stewart

™ & © 2024 Wizards of the Coast

Search the Premises

Enchantment

Whenever a creature attacks you or a planeswalker you control, investigate. *(Create a Clue token. It's an artifact with "2, Sacrifice this artifact: Draw a card.")*

"To halt these lurid practices, Geralf must be found and made an example of."
—Inquisitor Delmund

R 0081
MKC • EN ✒ Matt Stewart

™ & © 2024 Wizards of the Coast

Search the Premises

Enchantment

Whenever a creature attacks you or a planeswalker you control, investigate. *(Create a Clue token. It's an artifact with "2, Sacrifice this artifact: Draw a card.")*

"To halt these lurid practices, Geralf must be found and made an example of."
—Inquisitor Delmund

R 0081
MKC • EN ✒ Matt Stewart

™ & © 2024 Wizards of the Coast

Search the Premises

Enchantment

Whenever a creature attacks you or a planeswalker you control, investigate. *(Create a Clue token. It's an artifact with "2, Sacrifice this artifact: Draw a card.")*

"To halt these lurid practices, Geralf must be found and made an example of."
—Inquisitor Delmund

R 0081
MKC • EN ✒ Matt Stewart

™ & © 2024 Wizards of the Coast