Ulvenwald Mysteries



Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries



Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries



Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries



Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast

Ulvenwald Mysteries

Enchantment

Whenever a nontoken creature you control dies, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

Whenever you sacrifice a Clue, put a 1/1 white Human Soldier creature token onto the battlefield.

236/297 U
SOI • EN
Greg Opalinski

™ & © 2016 Wizards of the Coast