Ezrim, Agency Chief {1}{W}{U}{B}



Legendary Creature — Archon Detective

Flying

When Ezrim, Agency Chief enters the battlefield, investigate twice.

{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

R 0360
MKM • EN Vance Kelly

™ & © 2024 Wizards of the Coast

Ezrim, Agency Chief {1}{W}{U}{B}

Legendary Creature — Archon Detective

Flying

When Ezrim, Agency Chief enters the battlefield, investigate twice.

{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

R 0360
MKM • EN Vance Kelly

™ & © 2024 Wizards of the Coast

Ezrim, Agency Chief {1}{W}{U}{B}

Legendary Creature — Archon Detective

Flying

When Ezrim, Agency Chief enters the battlefield, investigate twice.

{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

R 0360
MKM • EN Vance Kelly

™ & © 2024 Wizards of the Coast

Ezrim, Agency Chief {1}{W}{U}{B}

Legendary Creature — Archon Detective

Flying

When Ezrim, Agency Chief enters the battlefield, investigate twice.

{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

R 0360
MKM • EN Vance Kelly

™ & © 2024 Wizards of the Coast

Ezrim, Agency Chief {1}{W}{U}{B}

Legendary Creature — Archon Detective

Flying

When Ezrim, Agency Chief enters the battlefield, investigate twice.

{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

R 0360
MKM • EN Vance Kelly

™ & © 2024 Wizards of the Coast

Ezrim, Agency Chief {1}{W}{U}{B}

Legendary Creature — Archon Detective

Flying

When Ezrim, Agency Chief enters the battlefield, investigate twice.

{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

R 0360
MKM • EN Vance Kelly

™ & © 2024 Wizards of the Coast

Ezrim, Agency Chief {1}{W}{U}{B}

Legendary Creature — Archon Detective

Flying

When Ezrim, Agency Chief enters the battlefield, investigate twice.

{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

R 0360
MKM • EN Vance Kelly

™ & © 2024 Wizards of the Coast

Ezrim, Agency Chief {1}{W}{U}{B}

Legendary Creature — Archon Detective

Flying

When Ezrim, Agency Chief enters the battlefield, investigate twice.

{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

R 0360
MKM • EN Vance Kelly

™ & © 2024 Wizards of the Coast

Ezrim, Agency Chief {1}{W}{U}{B}

Legendary Creature — Archon Detective

Flying

When Ezrim, Agency Chief enters the battlefield, investigate twice.

{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

R 0360
MKM • EN Vance Kelly

™ & © 2024 Wizards of the Coast

Ezrim, Agency Chief {1}{W}{U}{B}

Legendary Creature — Archon Detective

Flying

When Ezrim, Agency Chief enters the battlefield, investigate twice.

{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

R 0360
MKM • EN Vance Kelly

™ & © 2024 Wizards of the Coast