Search the Premises

3



Enchantment

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

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

029/303 R
MH2 ★ EN
Matt Stewart

™ & © 2021 Wizards of the Coast

Search the Premises

3

Enchantment

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

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

029/303 R
MH2 ★ EN
Matt Stewart

™ & © 2021 Wizards of the Coast

Search the Premises

3

Enchantment

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

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

029/303 R
MH2 ★ EN
Matt Stewart

™ & © 2021 Wizards of the Coast

Search the Premises

3

Enchantment

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

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

029/303 R
MH2 ★ EN
Matt Stewart

™ & © 2021 Wizards of the Coast