

The card features a background image of a desk with a journal, ink, and a cup. The card has a title bar at the top and a text box at the bottom.

Investigator's Journal

2

Artifact — Clue

A small icon of a treasure chest, representing an artifact.

Investigator's Journal enters the battlefield with a number of suspect counters on it equal to the greatest number of creatures a player controls.

- ②, ③, Remove a suspect counter from Investigator's Journal: Draw a card.
- ③, Sacrifice Investigator's Journal: Draw a card.

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The card features a detailed illustration of a cluttered desk. In the center is a closed, worn leather-bound book with a red wax seal. To its left is a small inkwell with red ink and a quill pen. To its right is a lit candle in a glass holder, casting a warm glow. Various papers, some with ink smudges, are scattered around the book. The overall scene suggests a place of investigation or study.

The image shows the 'Investigator's Journal' card from the game. The card is a rectangular piece of parchment with a dark border. At the top, the title 'Investigator's Journal' is written in a stylized font, and a small circular icon with the number '2' is in the top right corner. The main body of the card contains the text: 'Investigator's Journal enters the battlefield with a number of suspect counters on it equal to the greatest number of creatures a player controls.' followed by two abilities: '2, Remove a suspect counter from Investigator's Journal: Draw a card.' and '2, Sacrifice Investigator's Journal: Draw a card.' The card is set against a background illustration of a cluttered desk. On the desk is a quill pen, a small inkwell, a glass of green liquid, a white cup, and several scattered coins. A large, open book with a red ribbon bookmark is the central focus of the illustration.

The image shows a card titled "Investigator's Journal" with a cost of 2. The card is an "Artifact - Clue" and has a "Clue" symbol. The background of the card features a photograph of a cluttered desk with a closed, worn book, a small bowl of red ink, a quill pen, and various papers and stains. The card text describes the journal's effect on the battlefield, specifically regarding suspect counters and drawing cards. The card is shown against a larger background image of the same desk scene.

The image shows the 'Investigator's Journal' artifact card. The top half features a detailed illustration of a cluttered desk with a quill, inkwell, and a small book. The card's title, 'Investigator's Journal', is in a grey banner at the top left, and a cost of '2' is in a circle at the top right. The bottom half has a black background with white text. The type 'Artifact — Clue' is on the left, and a small icon is on the right. The main text describes the journal's effect: entering the battlefield with suspect counters equal to the number of creatures a player controls. Two abilities are listed: one to remove a counter and draw a card, and another to sacrifice the journal to draw a card.

Investigator's Journal 2

Artifact — Clue

Investigator's Journal enters the battlefield with a number of suspect counters on it equal to the greatest number of creatures a player controls.

②, ③, Remove a suspect counter from Investigator's Journal: Draw a card.

②, Sacrifice Investigator's Journal: Draw a card.

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The card features a detailed illustration of a desk scene. In the center is a closed, old book with a red wax seal on its cover. To the left is a small inkwell with red and brown ink. To the right is a white mug. In the background, there's a green glass bottle and some papers. The card has a dark border with the title 'Investigator's Journal' at the top and a small icon of a journal at the bottom right. The text on the card describes the card's effect when played.

The image shows a card titled "Investigator's Journal" with a cost of 2. The card is an "Artifact - Clue" type. The main text describes its effect: "Investigator's Journal enters the battlefield with a number of suspect counters on it equal to the greatest number of creatures a player controls." Below this, two abilities are listed: 1. "2, 3, Remove a suspect counter from Investigator's Journal: Draw a card." 2. "2, Sacrifice Investigator's Journal: Draw a card." The card is set against a background illustration of a cluttered desk with a journal, ink, and a candle.

The image shows the 'Investigator's Journal' card from the game. The card is a parchment-like rectangle with a dark border. At the top, the title 'Investigator's Journal' is written in a stylized font, and a small circle with the number '2' is in the top right corner. The main body of the card contains the text: 'Investigator's Journal enters the battlefield with a number of suspect counters on it equal to the greatest number of creatures a player controls.' followed by two abilities: '2, 2, Remove a suspect counter from Investigator's Journal: Draw a card.' and '2, Sacrifice Investigator's Journal: Draw a card.' The card is set against a background image of a wooden desk with various items: a quill pen, a small bowl of ink, a glass of green liquid, a white cup, and a small book with a red seal, all under a warm, dim light.

The card features a background image of a wooden desk with a worn, leather-bound journal tied with a dark cord and a red wax seal. The desk is cluttered with various items: a small white tray with red and brown powders, a green glass bottle, a white ceramic cup, and several sheets of parchment with handwritten text and red ink. The card has a dark border with a light-colored top section containing the title and a small icon in the top right corner.

The image shows the 'Investigator's Journal' card from the game. The card is a rectangular piece of parchment with a dark border. At the top, the title 'Investigator's Journal' is written in a stylized font, and a small circular icon with the number '2' is in the top right corner. The main body of the card contains the text: 'Investigator's Journal enters the battlefield with a number of suspect counters on it equal to the greatest number of creatures a player controls.' followed by two abilities: '2, C, Remove a suspect counter from Investigator's Journal: Draw a card.' and '2, Sacrifice Investigator's Journal: Draw a card.' The card is set against a background image of a desk with a quill, inkwell, and a small jar.

The image shows the 'Investigator's Journal' card from the game. The card is a rectangular piece of parchment with a dark border. At the top, the title 'Investigator's Journal' is written in a stylized font, and a small circular icon with the number '2' is in the top right corner. The main body of the card contains the text: 'Investigator's Journal enters the battlefield with a number of suspect counters on it equal to the greatest number of creatures a player controls.' followed by two abilities: '2, ♣, Remove a suspect counter from Investigator's Journal: Draw a card.' and '2, Sacrifice Investigator's Journal: Draw a card.' The card is placed on a dark, textured surface. In the background, there is a small wooden box with compartments containing red and brown powders, a green glass bottle, a white ceramic cup, and some scattered papers and a quill pen.