Ulvenwald Mysteries {2}{G}



Enchantment

Whenever a nontoken creature you control dies, investigate. *(Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")*

Whenever you sacrifice a Clue, create a 1/1 white Human Soldier creature token.

U 0222
INR • EN ✍ Nereida

™ & © 2025 Wizards of the Coast

Ulvenwald Mysteries {2}{G}



Enchantment

Whenever a nontoken creature you control dies, investigate. *(Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")*

Whenever you sacrifice a Clue, create a 1/1 white Human Soldier creature token.

U 0222
INR • EN ✍ Nereida

™ & © 2025 Wizards of the Coast

Ulvenwald Mysteries {2}{G}



Enchantment

Whenever a nontoken creature you control dies, investigate. *(Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")*

Whenever you sacrifice a Clue, create a 1/1 white Human Soldier creature token.

U 0222
INR • EN ✍ Nereida

™ & © 2025 Wizards of the Coast

Ulvenwald Mysteries {2}{G}



Enchantment

Whenever a nontoken creature you control dies, investigate. *(Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")*

Whenever you sacrifice a Clue, create a 1/1 white Human Soldier creature token.

U 0222
INR • EN ✍ Nereida

™ & © 2025 Wizards of the Coast