No Witnesses {2}{G}{G}



Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}



Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}



Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}



Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast

No Witnesses {2}{G}{G}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. *(To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.")*

When cunning fails, there's always violence.

R 0027
MKM • EN
Michele Giorgi

™ & © 2024 Wizards of the Coast