

## RETAINERS & REWARDS

### RETAINERS:

**GREATEST GUMSHOE** - Investigate.

*(Create a Clue token. It's an artifact with "2", Sacrifice this artifact: Draw a card.)*

**SLY SLEUTH** - Surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

### REWARD

Exile cards from the top of your library until you reveal two nonland cards. You may cast spells from among the exiled cards without paying their mana costs. Then put all cards exiled this way that weren't cast into your hand.

## CASE FILE EVIDENCE & CLUES

Murders have been committed! You must identify two of the culprits' guilds. Fold this card along the dotted line so that this page forms the front of your Case File. Then secretly circle two guilds inside this card. We suggest using a separate piece of paper for notes.



**MURDERS AT  
KARLOV MANOR**

## RAVNICA GUILDS

Circle two different guilds before the game begins.

 AZORIUS	 BOROS	 DIMIR	 GOLGARI	 GRUUL
 IZZET	 ORZHOV	 RAKDOS	 SELESNYA	 SIMIC

## INVESTIGATION RULES

At the end of each turn, if a Commander has been cast this game, ask the opponent to your left a yes-or-no question about their two guilds. If the answer is yes, choose a Retainer on the Retainers & Rewards page. If your question correctly guesses both guilds, instead claim the Reward! You've solved the case and no longer ask questions at the end of your turn.