

## MURDERS AT KARLOV MANOR DRAFT ARCHETYPES

**©O DETECTIVES** Get on your opponent's case with this fast midrange strategy. Leverage Detective typal bonuses to overwhelm your opponent's defenses, and sacrifice Clues to refill your hand in the late game.

**O ⊕ CLUES CONTROL** Use defensive spells to extend the game and generate Clues, then turn the excess mana into a card advantage that will bury your opponent under a mountain of value.

**⊗ SUSPECT AGGRO** Suspected creatures have menace and can't block. Keep attacking with your suspicious characters, and your opponents will be helpless to stop them.

**② BIG DISGUISE** Spend the early game accelerating your mana and setting up a face-down board state, then beat down your opponent's side of the board by flipping over haymaker after haymaker.

**GO-WIDE DISGUISE** Flood the battlefield with face-down creatures and accrue impressive rewards whenever they're turned face up.

PINT-SIZE DISGUISE Face-down creatures bolster your strategy, which rewards playing creatures with power 2 or less and boosting them to become more impressive attackers.

O ● ARTIFACT SACRIFICE Generate and sacrifice Clue tokens strategically to gain a massive card advantage over your opponent. Then, chip away at their defenses by attacking with evasive Thopters that bring death from above.

**⊕ GRAVEBREAK** Use the collect evidence mechanic and raise the dead to support a long-game strategy that gives you extra value whenever a creature card leaves your graveyard.

**●⊕ BATTALION** This classic Ravnican strategy adds extra punch to aggressive red and white creatures by providing a bonus whenever you attack with three or more of them.

**COLLECT EVIDENCE** Rapidly fill up your graveyard and collect evidence to power up your spells while amassing permanents that reward you each time you do so.



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