



























# Murders at Karlov Manor-challenge

17 challenges for Murders at Karlov Manor draft. Check off as you do them.  
Good luck and have fun!

## Archetypes

	- Detectives
	- Clues Control
	- Suspect Aggro
	- Big Disguise
	- Go-Wide Disguise
	- Pint-Size Disguise (power two or less)
	- Artifact Sacrifice
	- Gravebreak (creatures leaving graveyards)
	- Battalion (three-creature aggro)
	- Collect Evidence

## Combos

	- Turn face up on <b>Forum Familiar</b>  to bump <b>Dog Walker</b>   back to hand
	- Have <b>Harried Dronesmith</b>  activate <b>Detective's Satchel</b>  
	- Flip <b>Mistway Spy</b>  to create multiply Clue, then play <b>Persuasive Interrogators</b> 
	- Put <b>Rubblebelt Maverick</b>  into graveyard, then exile it to trigger <b>Chalk Outline</b> 
	- Swing in <b>Essence of Antiquity</b>  for 10 and have a solid blocker with <b>High Alert</b>  
	- Pump up <b>Bolrac-Clan Basher</b>  with <b>Get a Leg Up</b> 
	- Use <b>Magnetic Snuffler</b>  to bring back a Clue equipment

## Best Archetypes in Murders at Karlov Manor

1. Red-White: Aggro
2. Green-White: Go-Wide
3. Blue-White: Detectives
4. White-Black: Power Two or Less
5. Blue-Red: Artifacts
6. Blue-Green: Graveyard
7. Red-Green: Disguise
8. Black-Red: Aggro
9. Black-Green: Graveyard
10. Blue-Black: Control