Case of the Ransacked Lab {2}{U}



Instant and sorcery spells you cast cost {1} less to cast.

To solve — You've cast four or more instant and sorcery spells this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Whenever you cast an instant or sorcery spell, draw a card.

Enchantment — Case

R 0045
MKM • EN Boria Pindado

™ & © 2024 Wizards of the Coast