Case of the Burning Masks {1}{R}{R}



When this Case enters the battlefield, it deals 3 damage to target creature an opponent controls.

To solve — Three or more sources you controlled dealt damage this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

Enchantment — Case

U 0113
MKM • EN ✒ Bastien L. Deharme

™ & © 2024 Wizards of the Coast

Case of the Burning Masks {1}{R}{R}

When this Case enters the battlefield, it deals 3 damage to target creature an opponent controls.

To solve — Three or more sources you controlled dealt damage this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

Enchantment — Case

U 0113
MKM • EN ✒ Bastien L. Deharme

™ & © 2024 Wizards of the Coast

Case of the Burning Masks {1}{R}{R}

When this Case enters the battlefield, it deals 3 damage to target creature an opponent controls.

To solve — Three or more sources you controlled dealt damage this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

Enchantment — Case

U 0113
MKM • EN ✒ Bastien L. Deharme

™ & © 2024 Wizards of the Coast

Case of the Burning Masks {1}{R}{R}

When this Case enters the battlefield, it deals 3 damage to target creature an opponent controls.

To solve — Three or more sources you controlled dealt damage this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

Enchantment — Case

U 0113
MKM • EN ✒ Bastien L. Deharme

™ & © 2024 Wizards of the Coast

Case of the Burning Masks {1}{R}{R}

When this Case enters the battlefield, it deals 3 damage to target creature an opponent controls.

To solve — Three or more sources you controlled dealt damage this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

Enchantment — Case

U 0113
MKM • EN ✒ Bastien L. Deharme

™ & © 2024 Wizards of the Coast

Case of the Burning Masks {1}{R}{R}

When this Case enters the battlefield, it deals 3 damage to target creature an opponent controls.

To solve — Three or more sources you controlled dealt damage this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

Enchantment — Case

U 0113
MKM • EN ✒ Bastien L. Deharme

™ & © 2024 Wizards of the Coast

Case of the Burning Masks {1}{R}{R}

When this Case enters the battlefield, it deals 3 damage to target creature an opponent controls.

To solve — Three or more sources you controlled dealt damage this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

Enchantment — Case

U 0113
MKM • EN ✒ Bastien L. Deharme

™ & © 2024 Wizards of the Coast

Case of the Burning Masks {1}{R}{R}

When this Case enters the battlefield, it deals 3 damage to target creature an opponent controls.

To solve — Three or more sources you controlled dealt damage this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

Enchantment — Case

U 0113
MKM • EN ✒ Bastien L. Deharme

™ & © 2024 Wizards of the Coast

Case of the Burning Masks {1}{R}{R}

When this Case enters the battlefield, it deals 3 damage to target creature an opponent controls.

To solve — Three or more sources you controlled dealt damage this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

Enchantment — Case

U 0113
MKM • EN ✒ Bastien L. Deharme

™ & © 2024 Wizards of the Coast