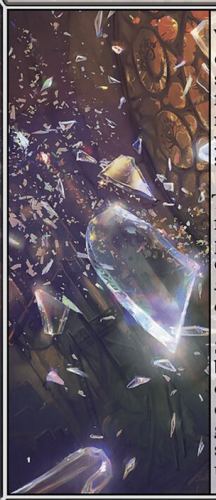
Case of the Shattered Pact {2}



When this Case enters the battlefield, search your library for a basic land card, reveal it, put it into your hand, then shuffle.

To solve — There are five colors among permanents you control. *(If unsolved, solve at the beginning of your end step.)*

Solved — At the beginning of combat on your turn, target creature you control gains flying, double strike, and vigilance until end of turn.

Enchantment — Case

U 0001
MKM • EN
Peter Polach

™ & © 2024 Wizards of the Coast