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

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