
Case of the Stashed Skeleton 1
When this Case enters the battlefield, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)
To solve — You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)
Solved — 1, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.
Enchantment — Case
R 0080
MKM • EN
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