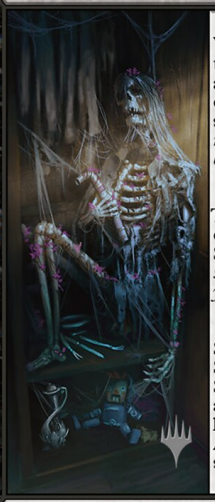
Case of the Stashed Skeleton {1}{B}



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}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.

Enchantment — Case

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