
Need for Speed (Not the Odyssey One)
Enchantment
R
Start your engines!
As long as your speed is 1 or higher, creatures you control have haste. The same is true for speed 2 and higher and trample, speed 3 or higher and first strike, and speed 4 and higher and super haste. (You may put a creature with super haste from your hand onto the battlefield tapped and attacking during your declare attackers step. You may pay its mana cost any time during your next turn. At the beginning of that turn's end step, if you haven't paid its mana cost, you lose the game. Wait. 4 and higher?)
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