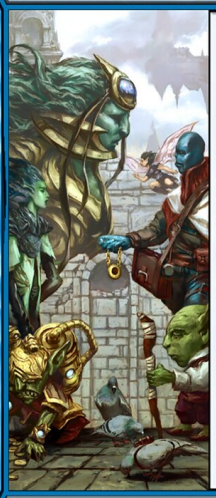
Case of the Lost Witness 1U



When this Case enters the battlefield, conjure four cards named Fblthp, the Lost into your library, then shuffle. Draw a card.

To solve — You control a legendary Homunculus.

Solved — You may look at the top card of your library any time and you may play lands and cast spells from the top of your library.

Enchantment – Case

A24

Yeong-Hao Han

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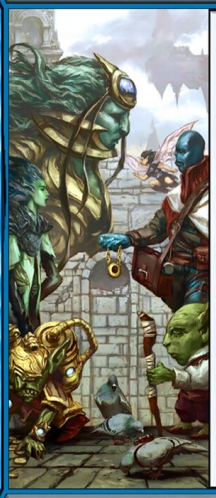
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