Case of the Locked Hothouse {3}{G}



You may play an additional land on each of your turns.

To solve — You control seven or more lands. *(If unsolved, solve at the beginning of your end step.)*

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

Enchantment — Case

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